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DIMENSION 3

THE 3D DIMENSION IN ELECTRONICS



CONRAD'S NEW 3D ADVENTURE IN EA'S FADE TO BLACK

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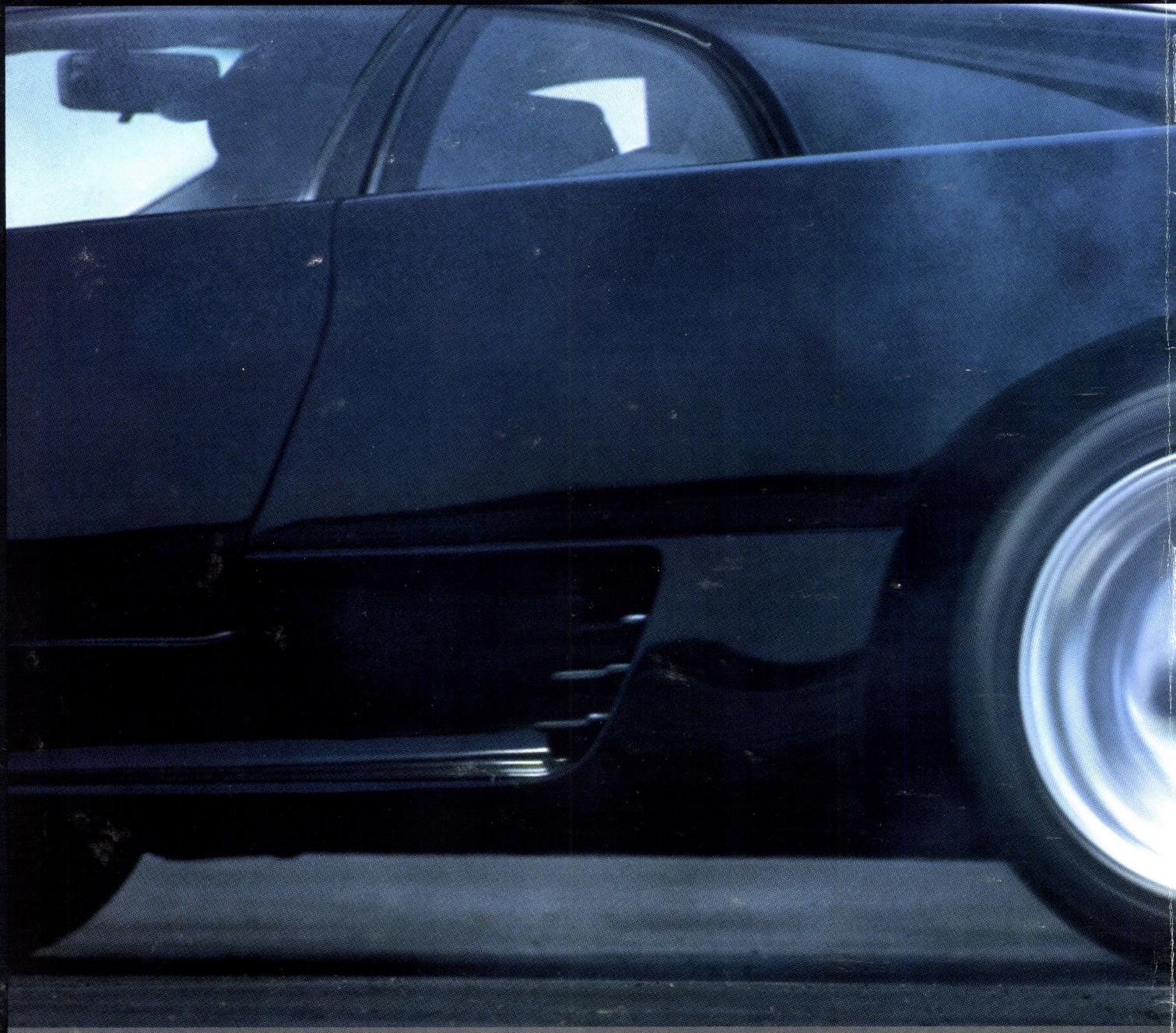


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- **The Wire:** The Making of Virgin's "Screamer".
- **PC Revolution:** Time Warner Interactive's "Primal Rage".
- **Virtual Mac:** Bungie's "Marathon 2" and Parsoft's "A-10 Attack!".
- **Plus:** Reviews of Apache, Virtual Golf, Space Hulk, Pitfall for Windows '95 and more!

OCTOBER 1995

IT'S HARD TO HEAR T OVER THE ROAR OF

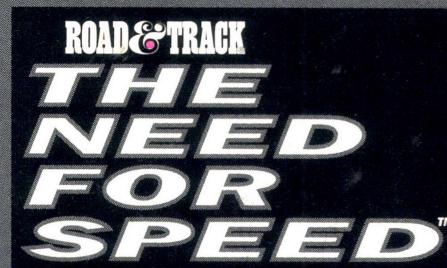


Experience the raw sensation of performance driving in 8 of the world's top sports cars. Each with the precise physics models based on performance stats from the experts at Road & Track.[®]

The simulation is powered by an advanced 3D engine of our own (with very fast frame rates) for asphalt-melting modem play.

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TELL US WHAT YOU **REALLY** THINK

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VOLUME 1 • ISSUE 5
OCTOBER, 1995

IN THIS DIMENSION



Over a year-and-a-half ago, when Dave Winding, Tim Lindquist and I first started to talk about the frame work of what was to become Dimension-3, we were gazing into our crystal ball and saw a revolution in PC gaming ... one that we wanted to forecast and be a part of. We envisioned a world of 3D gaming that immersed the player in environments completely different than anything they had experienced before and gameplay that was more dynamic and exciting than everything we had experienced, dating back to the days of the TI-99-4A and Commodore 64.

In fact, the title "Dimension-3" comes from what we see as the main difference between the "old guard" of PC gaming and the new generation ... the 3rd dimension - heretofore almost completely missing in entertainment software. Today, as the proud parents of our now five issue old baby, we find ourselves deluged by a daily flow of new entertainment experiences. The key word here is "experiences". The ability to be dropped into different times and places and assume the role of heroes of yesterday, today and tomorrow is what, we believe, will keep the adult gamer as an active customer and player in these days of advanced 3D graphics cards and geometric engines. It is the experience of driving a car up California's Highway 1, or of moving through the corridors of a manned space station, defending the freedom of humanity, that gives the adult reason

to keep playing past adolescence and, for those that are just now entering the world of gaming, motivation to become an active part of the world of PC gaming. Moving Mario from the left side of the screen to the right side is probably acceptable entertainment for an eight year old, but it doesn't cut it for the average 30 year old - it is not an experience, it is a linear diversion. This is why we are so excited about the entertainment products that you are now, and will be, seeing in the pages of Dimension-3. Games like this month's cover feature, "Fade to Black" and "Screamer", featured in this month's edition of "The Wire", not only break what were once considered almost impenetrable technological barriers, but simultaneously dispel the historically accepted notion of the PC game player as a techno-freak - more interested in talking about the technical aspects of his machine than in actually playing a game. But, these titles are only the tip of the proverbial iceberg. Next month we will be giving our readers an in-depth look at the "Diamond Edge", Diamond Multimedia's exciting new 3D graphics card, as well as the latest info on the few VR headsets actually making it to retail shelves this holiday season. You will also get a first look at Virgin's ultra-realistic "Hyper 3D Pinball" and EA's groundbreaking NHL Hockey '96. So sit back, grab your gamepad and enjoy what is possibly the period PC gaming has to offer.

Gregory Off

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DIMENSION³

THE NEXT DIMENSION IN ELECTRONIC GAMING

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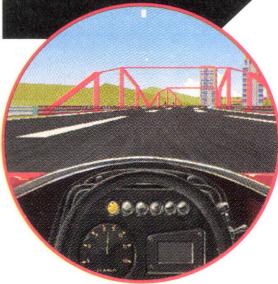
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Jr.'s coming

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Available for Macintosh and new Windows '95, where you'll experience lightning-fast gameplay. *Al Unser, Jr. Arcade Racing* will leave all other racing games in your rearview mirror. So strap yourself in and get ready for the ride of your life!

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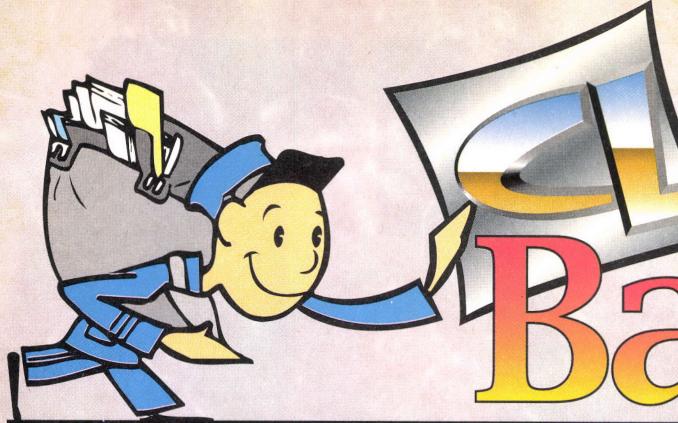
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CLIFF'S Bag O'Mail

E-MAIL, YOUR MAIL, FEMALE, NO MAIL...

IT'S ALL THE SAME TO CLIFFY!

Dear Dimension-3,

First I congratulate you on running such a superb magazine. I love reading your insights, and your sections on what's coming up. I'm kind of an addict to what's new; which brings me to my question. I would like to find a good software retailer with good prices, fast delivery, and great selection. But, it seems like no one is able to deliver on all three counts. For instance, Softdisk delivers instantly (via downloading), but their games, quite honestly, suck. Computer Express and Titan Games seem kind of slow on stocking new games. Is this just a part of the industry, or is there a better way? I'm interested in any of your opinions or recommendations.

Sincerely,
Karl Faller

76547.627@compuserve.com

Cliffy Says:

Because your letter was delivered through that new-fangled e-mail address of ours, I don't know what part of the country you reside in, but I'll give this my best shot. Your best bet when it comes to getting PC software is to try any of the following: Electronics Boutique, Walden Software, Software, etc., Babbage's or Egghead Software. Most of these retail chains have software drop-shipped to each of their stores independently. So, it arrives to retail as quickly as possible. If you've got to have it, nine times out of ten, these guys will. If you don't have any of these chains near you, then I suggest calling Electronics Boutique's 800 mail order line. The number is available through information and they are pretty quick.

Dear Cliff,

Hello. I'm writing about an article you printed in the July 1995 issue of Dimension 3. In it, you talk about the game "Aladdin" which is being published by Virgin UK. Well, you also mention that there is a demo version of it available on the net. Well, where might I be able to find that? I'd really like to try it out. Thanx in advance!

Dave Taylor
kfty53a@prodigy.com

PS-I was told that this note would probably be read by Greg Off. He is the same person that wrote the article. Hope to hear from you

soon. One other thing, if it's hard to get a copy of the demo, could you just mail it to my other Internet address?

Cliffy Says:

You are in luck Prince Abubu. Aladdin is available at:

[ftp://wuarchive.wustl.edu/
/pub/msdos_uploads/game_demos](ftp://wuarchive.wustl.edu/pub/msdos_uploads/game_demos)

Happy gaming!

Dear Dimension-3 Staff,

I can't begin to express what an incredible publication you have going here. I'm an avid gamer and have been following you since your first issue with Dark Forces. The entire staff is just doing a stupendous job. The articles are what we gamers are looking for in a magazine; lots of game shots, opinions and hints/clues. One item which really sets you apart from other, similar game magazines are the "Cool School" articles. My son is just learning to use our computer and he actually reads the magazine after I set it down. If you get commission on the sales, you should be collecting a few dollars thanks to my son and your articles. After the "Hurl" article in issue #1 and the "Eco PC/CD-ROM" and "Mario's Game Gallery" articles in issue #3, he just had to have them. He also asked that I request more kids game reviews in "Cool School". Thanks for producing such a terrific magazine. This is what I've been waiting for, a no-nonsense type of review format for the serious gamer and his family.

Sincerely,
Rob
caat0351@aol.com

Cliffy Says:

I can't begin to tell you how gratifying it is when we receive a letter like yours. We have created Dimension-3 with players like you in mind-adult gamers that have more to do than just play games, but that demand the best information possible on the hobby that they love and enjoy. The reason that the editorial staff decided to include "Cool School" within our pages is to help people like you make purchasing decisions for your children. Most of us, as much as we love playing games, have limited time available on our home computers. We have purchased the machines to

accomplish a number of tasks, including playing the best games available. With an adult, 18-34 demographic as our target, we felt that a good number of our readers would have children and would like direction in purchasing entertainment and educational software for the younger set. Judging by your letter, and ones like it, this is definitely the case. I hope you and your son can enjoy many hours of fun and learning in the future.

Hello!

Just another Descent junkie here looking for some easy ways through the mines. I was wondering if you have any back-issues regarding Descent ... and more importantly if they have the lusted-after cheat codes. I would gladly sell my soul for the cheat codes, or \$2.00, whichever is cheaper. And if anyone would have the altruism to just e-mail me the codes, that would of course be much better. But of course I'm willing to pay for this larceny.

E-mail me soon. My blood is boiling!

Sincerely,
Redfox

Cliffy Says:

I hope these codes satisfy your needs and, yes, we did cover Descent in our premiere issue of Dimension-3. It is actually on the near sold-out list and, if you want to receive it to add to your collection, just mail in a check or money order for \$4.95 plus \$1.95 for shipping... You can always count on us for all your gaming needs.

Here they are:

Just type them in anytime during the game, after typing GABBAGABBAHEY.

- 1)scourge = full weapons
- 2)racervx = invulnerability
- 3)mitzi = all keys
- 4)guile = cloak (invisibility)
- 5)twilight = shield replenish
- 6)farmerjoe = level select
- 7)alt-f (map mode) = reveals entire map

Address all mail to:

Cliff's Bag O' Mail

Dimension Publishing
1175 Chess Drive, Suite E
Foster City, CA 94404
email: d3@quake.net

THERE ARE BILLIONS OF PLANETS IN THE GALAXY.

MANY OF THEM SUPPORT INTELLIGENT LIFE.

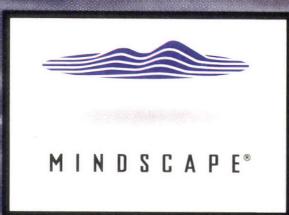
SOME OF THEM MAY WISH TO VISIT EARTH.

SOME MAY WISH TO STAY.

THEY MAY EVEN GET PUSHY ABOUT IT.

SCREW THEM.

THE RAVEN PROJECT.
KILL THEM BEFORE THEY KILL YOU.



SCREAMER

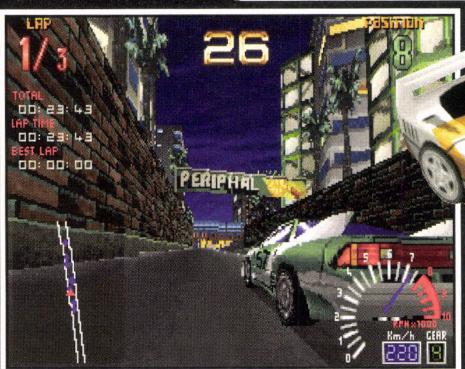
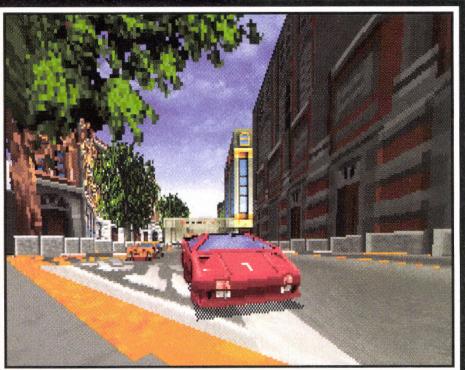
Publisher:

VIRGIN

122 S. Robertson Blvd., Los Angeles, CA 90048
310-246-4666

Developer:

GRAFFITI

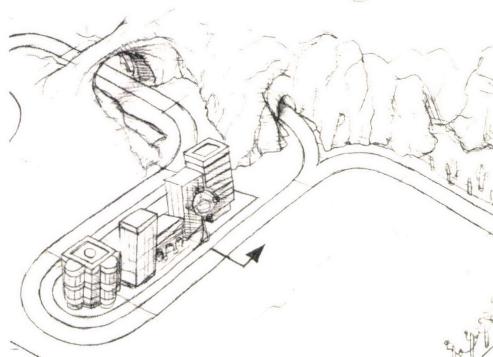


THE MAKING OF SCREAMER

GRAFFITI AND VIRGIN SHOW US HOW TO MAKE THE PC SCREAM. by David Jon Winding

It is very rare that the consumer gets to take a look inside the doors of a game development house. With the consumer marketplace becoming increasingly competitive, game publishers and developers have become more tight-lipped about future developments and projects and taking a glimpse into the future is now almost exclusively reserved for industry trade shows.

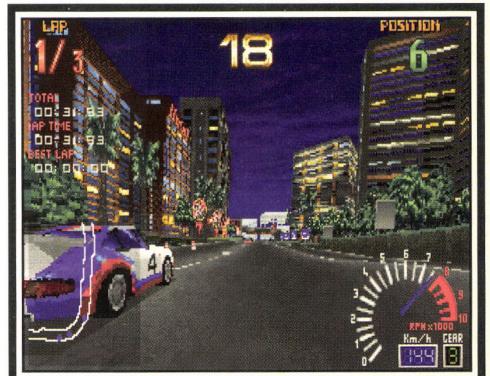
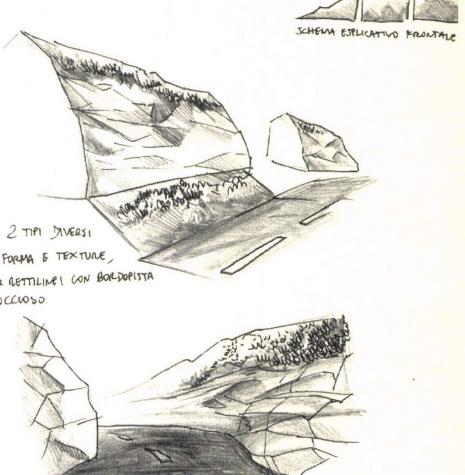
This is why our cover feature this month is that much more extraordinary. "Screamer" is the product of Graffiti, one of Italy's top developers, and is published by Virgin Interactive Entertainment in America and Europe. We have been afforded a world-exclusive look at this world-beating racing game as a result of our enthusiasm for the game, and our understanding of what a technology-bending product like Screamer can do for the consumer marketplace.



What you will see in this six page feature is a glimpse behind the scenes, to a world of 3D Studio files, 8-bit texture maps and original sketches and artists concepts - in an attempt to get in the designers' minds and give you a realistic look at what goes in to the games that we enjoy. This will be followed by a pictorial that is the result of our first hands-on experience with

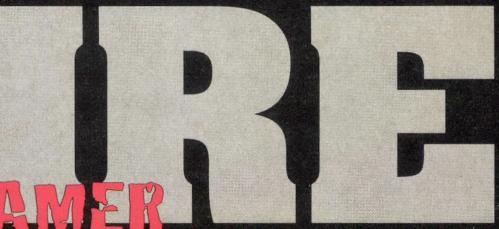
the game (with the game's first two tracks; there will be six in the final version, plus "hidden" tracks). The shots you see in pages 3-6 in this feature were taken in-house at Dimension-3-on-the-fly, as we were

• MODULO "ROCCIA"



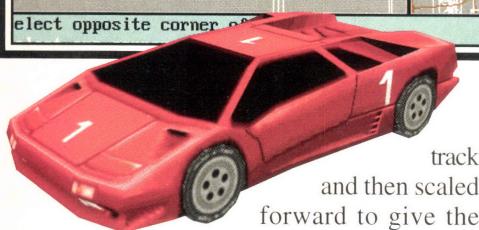
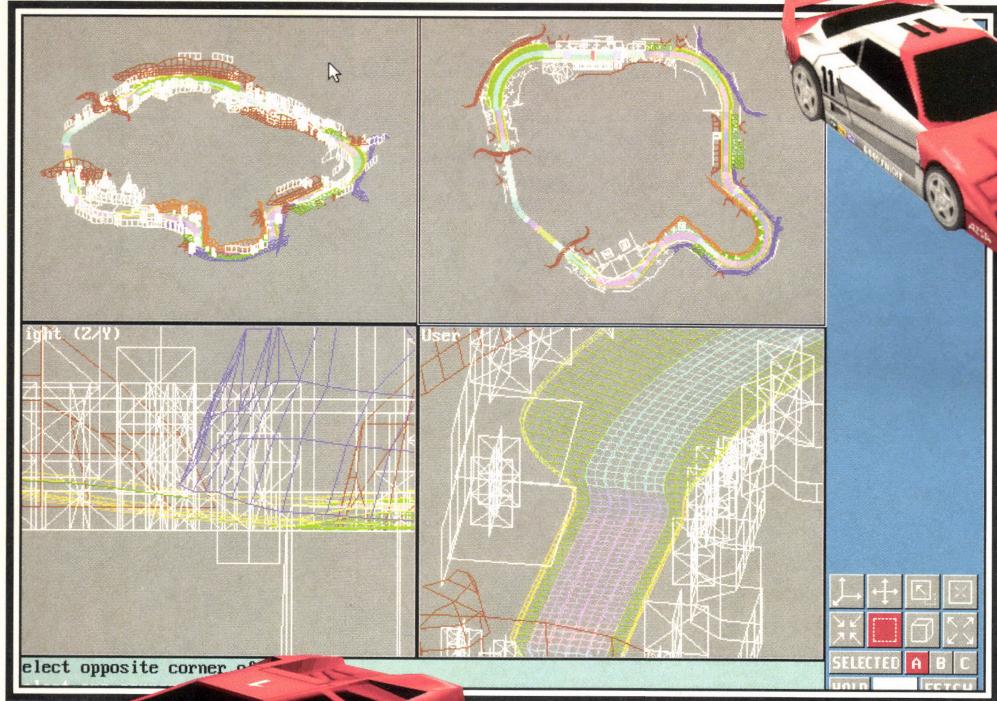
playing the game.

Screamer is, first and foremost, a straight-ahead, arcade-style racing game. Arcade racing fans will immediately notice the spirit of "Daytona USA" and "Ridge Racer" present in the game. You have to believe that the designers at Graffiti simply said to themselves: "We can do these games on the PC... and do them better than what we are seeing on the PlayStation or Saturn." Screamer was developed using 3D Studio for the course design and for the 3D roadside objects. The result is that the game is quite unlike those that we are used to seeing. Buildings, trees, fences, light posts, etc. are not merely two dimensional, bit-mapped objects that are placed alongside the



THE WIRE

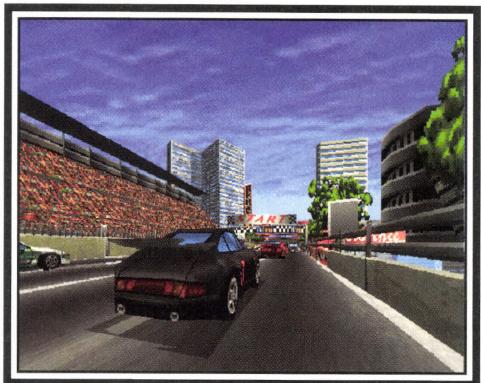
THE MAKING OF SCREAMER



track and then scaled forward to give the illusion of three-dimensional space. They are, instead, true three-dimensional designs that have a front, back, sides, top and bottom. This allows the designers at Graffiti to create a true 3D world that can be experienced from any viewpoint that the developers see fit. This also means that the course is not limited to driving down an endless, straight road. Theoretically, and if it worked for the purposes of the game, you could branch off of the main track, drive the course backwards, or find a shortcut into another area.

The other advantage to this true 3D development is that details like perspective skewing can be accomplished. This is the effect of coming around a sharp corner, for example, and the adjustment that your eyes make as you go through the turn. The tops of the buildings change angles relative to the changing horizon line and your perspective on the course changes. This is how you would experience driving a car in real life. To a limited degree, Daytona accomplishes this feat, Ridge Racer does not.

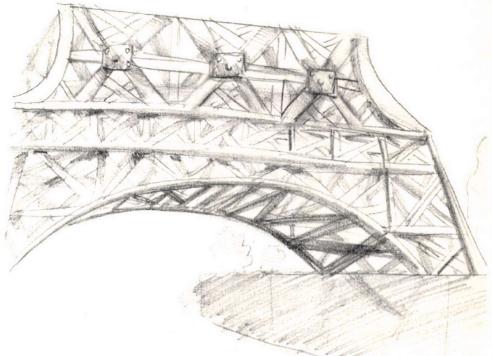
Of course, the real hero of the hour is the raw horsepower that the multimedia PC offers. Although advanced 3D graphics cards are still a few months away, the PC, with what amounts to nothing more than a "dumb-buffer" for a graphics card, has the guts to be able to bring this kind of arcade quality home without the additional hardware that is present in the new high-end dedicated game machines. Screamer,



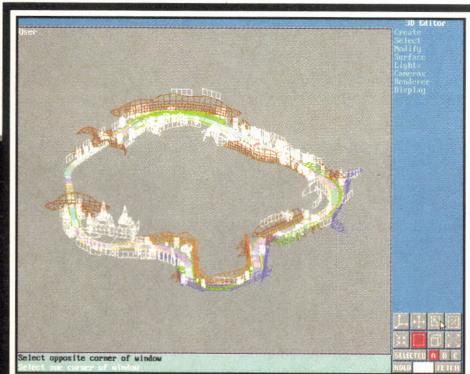
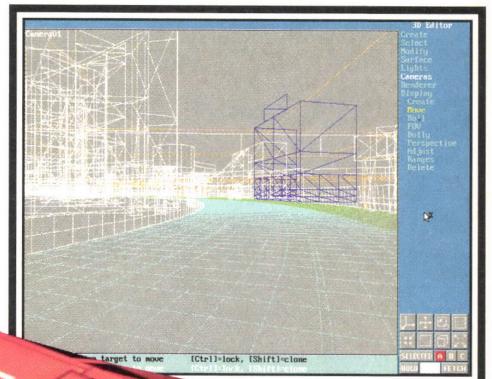
as it currently exists, is running at about 30+ frames per second on our P90's, with an SVGA resolution of 320 x 200 and 256 colors on-screen. The final version of the game will also feature a 640 x 480 mode that should hit the track at about 18-20 frames per second. Additionally, Screamer will contain features that take the arcade racing experience and send it down the wire. Both modem and net-

work play will be supported (8-12 frames per second), with up to six racers competing at any one time. Also, according to the game's producer at Virgin, Jeff Ziel, Screamer will support many of the advanced video cards, as well as third party steering wheels.

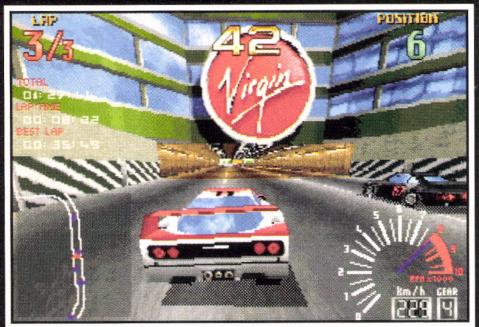
In its current configuration, Screamer features two courses: a city course that has the player racing through the "concrete jungle" and a course that looks like it is loosely modeled on any major European city, complete with a round-a-bout. The stars of the show at this point are the buildings and monuments that dot the landscape with a frequency and density that was once only the province of high-end arcade machines. As breathtaking as the game is to play and experience, it is almost as much fun to just lean over and watch it from across the room. A total of 10 different people



have seen the game within the walls of D-3, and we have all been equally impressed and blown-away...and this is just the beginning. Screamer is scheduled for a late October release and we will have more information next month, if not a final review. In any event, we WILL review Screamer before it hits the street—just before Halloween. We hope you enjoy this exclusive look at Virgin and Graffiti's ground-breaking game as much as we have enjoyed bringing it to you.



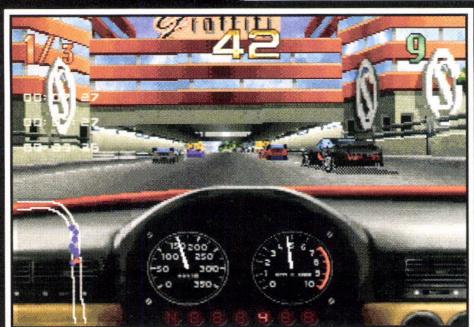
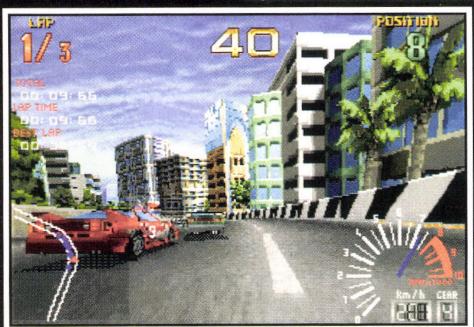
SCREAMER CIRCUIT 1



Say, who's publishing this game?



Shooting past the circuit retaining walls.



The detail in Screamers extends to traffic crossing the elevated roadways.

THE WIRE

THE MAKING OF SCREAMER

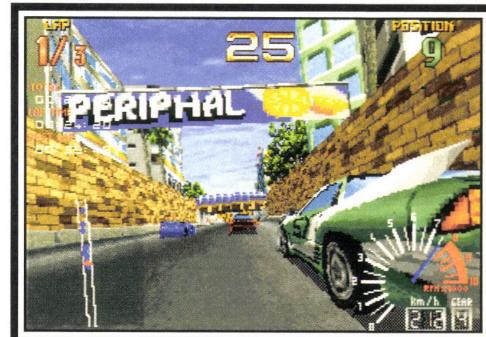


Firing through the tunnel a-la "Ridge Racer".

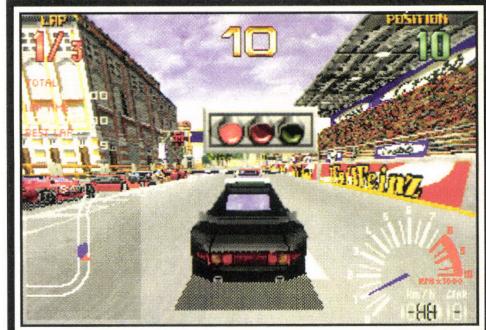


Houston... we have a problem.

This course SCREAMS "Long Beach".



SCREAMER CIRCUIT' 2



The level of detail in Scream'r is simply awesome!



This bridge is a good place to make up some time.

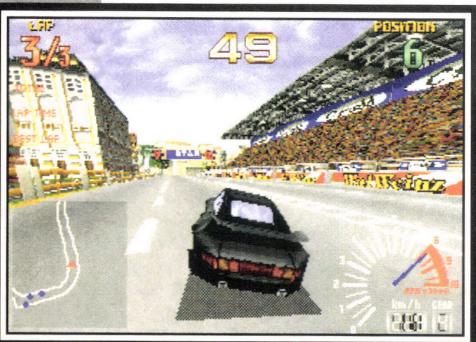
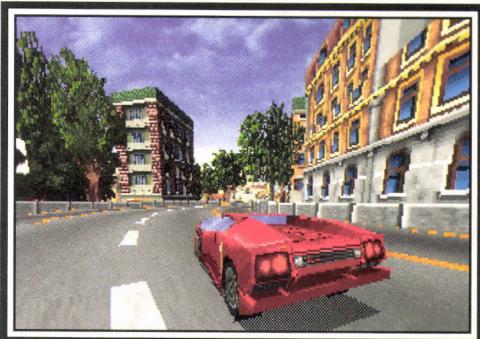
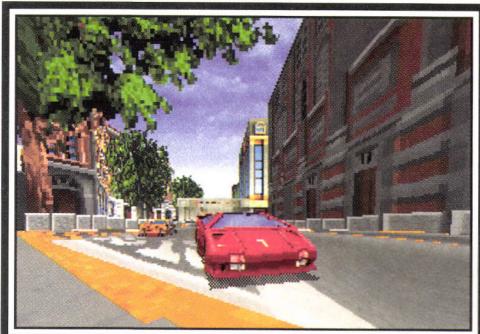


"Wrong-way" Winding at the wheel.

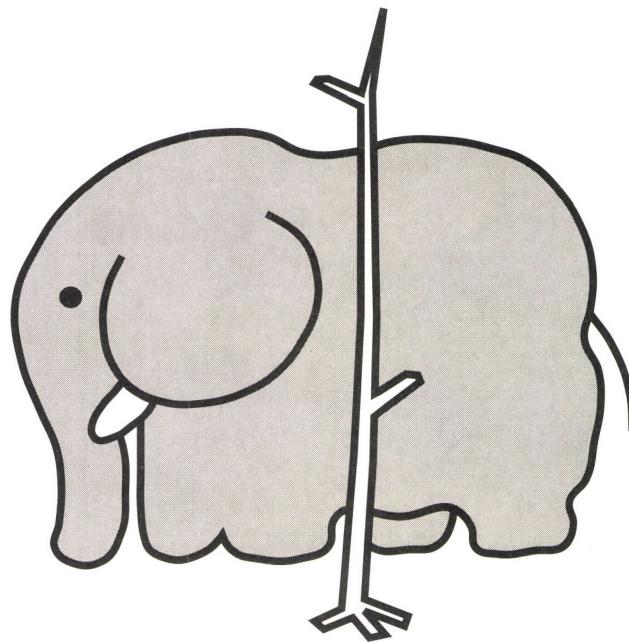


THE WIRE

THE MAKING OF SCREAMER



Can you spot the elephant in this picture?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

6 4 - b it \$ 1 4 9*

The most advanced graphics out there. Twice the bits for half the price. And over 40 cerebellum-scrambling games to choose from. If you still don't get why the Jaguar's a better deal, maybe getting that second lobotomy will help.



Defender 2000™
What you've been waiting for. More enemies, more weapons to destroy them with. Plus 3D graphics for killer explosions and ear-shearing sound.

Rayman™
It's a dream come true. You're a superhero battling the arch-nemesis attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



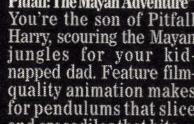
FlipOut!™
Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little aliens taunt you as you try to solve these puzzles.



Ultra Vortex™
With at least six special moves each, these are seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool. Especially when you kick their butts.



Pitfall: The Mayan Adventure™
You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



White Men Can't Jump™
Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multiplayer adapter for four-player action.



How do they do that?

Game tips and hints: 1-900-737-ATARI, 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. Touch-tone telephone required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on Génie. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. Defender 2000™ is a trademark of Williams Electronics Games, Inc. FlipOut! ©1995 Gorilla Systems Corporation. All rights reserved. Licensed to Atari Corporation. Activision and PITFALL! are registered trademarks and PITFALL: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. ©1995 Activision, Inc. Rayman ©1995 UBI Soft Entertainment Inc. All rights reserved. Ultra Vortex ©1995 Beyond Games, Inc. All rights reserved. Ultra Vortex is a trademark of Beyond Games, Inc. WHITE MEN CAN'T JUMP™ ©1995 Twentieth Century Fox Film Corporation. All rights reserved. White Men Can't Jump™ and associated characters are trademarks of Twentieth Century Fox Film Corporation. Licensed to Atari Corporation for distribution.

SHOOT TO KILL!

EA'S FADE TO BLACK IS DEAD ON THE MARK! by Gregory Off

Delphine Software International has been specializing in the development of computer and home video games since 1988. At present day, Delphine has grown from a small, grass-roots effort, to a burgeoning enterprise with a collaborated effort of over 30 talented programmers, designers and musicians. All of the work is done in-house, in their Paris based studios, on state-of-the-art development tools including: ten Silicon Graphics Indigo and Indigo 2 workstations with Softimage and Alias, four infrared Act-System cameras, and a 76-track Automation MIDI recording studio. Delphine's major success can be attributed not only to its amazing staff of programmers and developers, but to its creator, Paul Cuisset, who oversees every minute detail of each project from beginning to end. A few years back, Delphine propelled itself into the video game lime-light with its blockbuster title, "Flashback", an award-winning, fast-paced action/adventure that set new standards in the field of animation. The amazingly lifelike and fluid movements of the main character, Conrad Hart, were obtained by using Rotoscoping, a technique that allows ultra-fluid, movie-quality animation, at a speedy 24 frames per second. Delphine continues to make new advances in technology with the use of motion-capture, virtual cameras, and real-time 3D, providing immersive, cinema-style gaming never thought possible before. Keep your eyes on this company from abroad as they will surely become mainstays in this expanding and explosive industry.

BEHIND THE SCREENS

FADE TO BLACK

Publisher:

ELECTRONIC ARTS

1450 Fashion Island Blvd., San Mateo, CA 94404
415-571-7171

Developer:

DELPHINE

Design team:

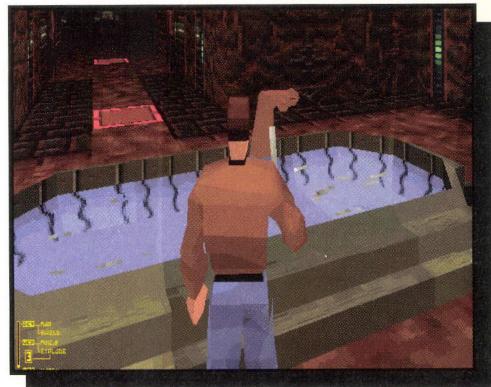
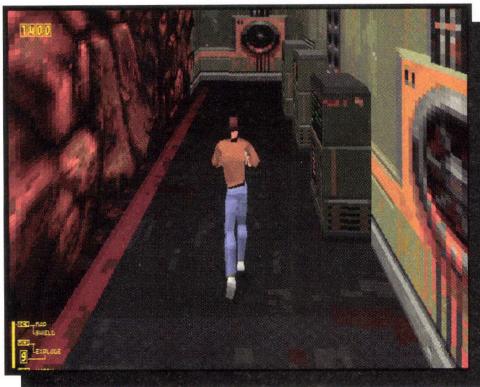
Paul Cuisset: Director/Creator

Thierry Perreau: Level Design

Philippe Chastel: Project Manager

Raphaël Gesqua: Music

Greg Suarez: Producer (EA)



The French are well known for many things: rich and exquisite gourmet food, fine art and literature, and setting trends in the fashion industry, to name just a few. Cutting edge software development, on the other hand, is not one of the things that comes to mind and, typically, doesn't fall into this same category.

was "Out of This World" and then "Flashback" - still to this day, two of PC Gaming's most memorable and remarkable action/adventure titles.

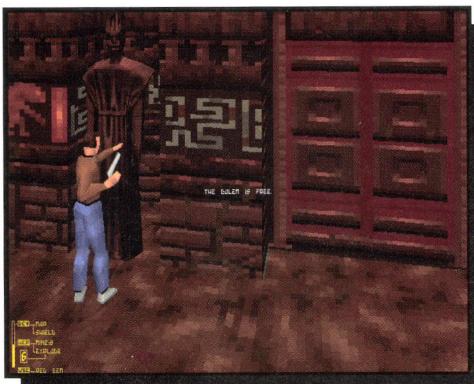
Both of these addicting and challenging games used the most advanced technology and techniques available at that time - blending the perfect combination of a quality



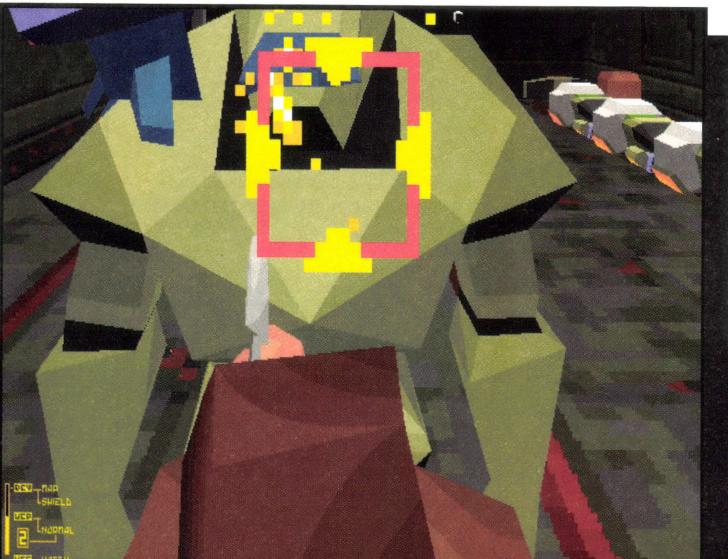
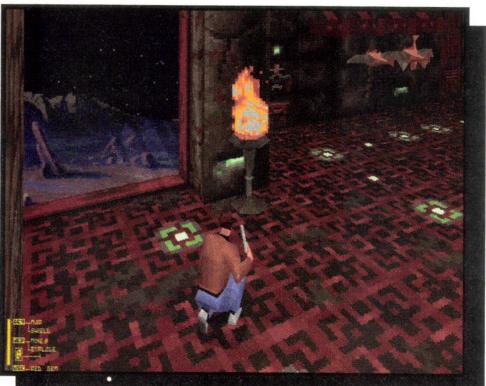
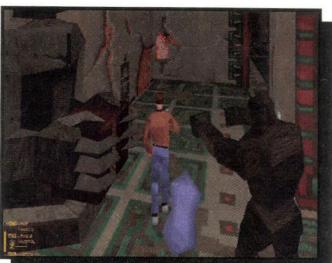
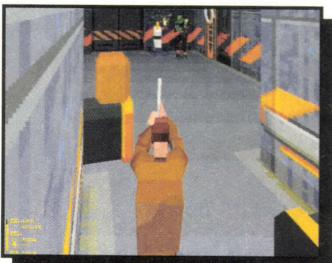
Lately this has been changing, with some of the most impressive titles and amazing talent appearing from Europe and abroad. Paris-based Delphine Software International is one of those few, well respected talents who got their name in today's crowded industry by producing the most amazing and award-winning blockbuster games. First, there

story, cutting edge graphics, intense arcade action and strategic gameplay. Continuing this tradition comes, "Fade to Black", Delphine Software's third title to be produced under an exclusive publishing collaboration with Electronic Arts and the second installment in the Flashback series.

The story plays out like a gripping sci-fi thriller with many plot twists and surprises at every turn. For those of you who are familiar with or have played through Flashback, you'll be happy to know Fade to Black (like any good cliffhanger) continues right where Flashback left off. Again, you take control of Conrad Hart, a character with a unique knack for being at the wrong place at the wrong time. The game is set in 2190 AD and an evil species of sinister master brains have gotten their grip on the Solar System. This vile race is served by an alien army called "Morphs", whose metabolism allows them to morph and adapt into any shape they choose. Conrad is on his way home, memories intact,

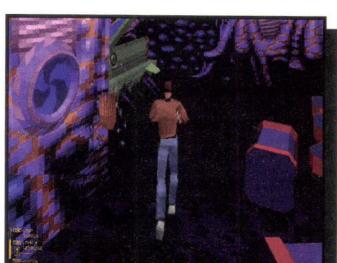


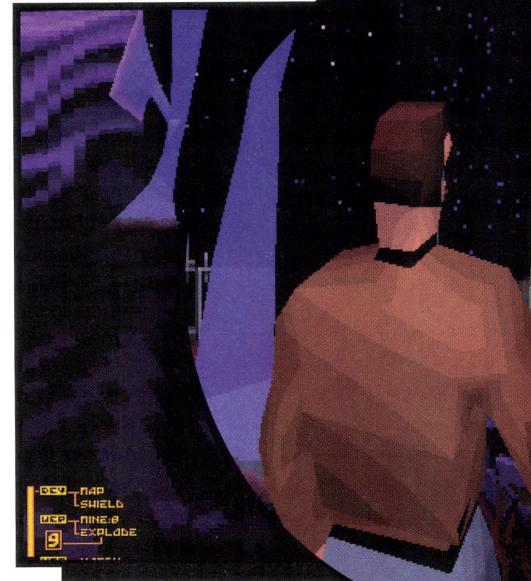
Cover Story



in a deep, suspended cryogenic sleep. And, as best laid plans usually do, something goes seriously wrong. When he wakes up, he discovers his ship has been intercepted by these nasty creatures and he is to be imprisoned on a distant moon. As luck would have it, a human rebel faction, by the name of Mandragore, hell-bent on overthrowing the aliens, busts him out. Feeling somewhat indebted to his rescuers, he joins their cause. It's your job, as a recruited saboteur, to run covert missions for Mandragore and discover who is behind this evil madness; but be warned ... nothing is what it appears to be.

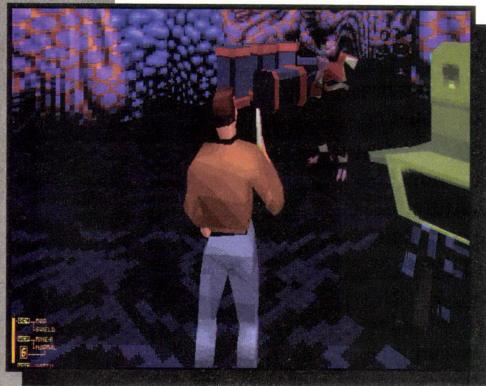
Fade to Black offers a total of six huge and diverse levels - each with additional sub-levels and sub-missions, as well as numerous 3D rendered enemies and traps. The programmers at Delphine Software have veered away from the traditional 2D, bitmapped, rotoscoped graphics used in titles like Flashback and the home console-based, Shaq Fu and have instead, developed a completely new 3D engine. This new engine creates a virtual three dimensional world in which there are three types of 3D objects: static texture mapped backgrounds, dynamic 3D interactive objects, and 3D characters. The end result is truly amazing and almost to the point of reinventing the action/platform genre. I've heard people make references and comparisons to Infogrames' (another premiere French programming team) Alone in the Dark series, and while it's easy to see where these comparisons could be made, nothing could be farther from the truth. Alone in the Dark, while a great series of games, is a thoughtful, puzzle oriented mystery, sprinkled with action throughout. These games are played through a variety of camera angles giving them a movie-like quality. Fade to Black, on the other hand, is a true 3D action/adventure which has its share of puzzles to solve also, but it's much faster and much more immersive. It's truly like a 3D version of a side scrolling action game where you are constantly in control of your character from a behind the back point of view. Speaking of control, how does Fade to Black hold up? "Not too shabby", would be my reply. Your best bet is





to use a Gravis gamepad or similar type, as it seems to be the easiest to control with. Second would be keyboard with mouse and joystick would be a dead last. Even with a four button pad, the keyboard still comes into play but mostly for some of the more menial commands such as inventory, saving and loading and map status. Conrad has a myriad of moves at his disposal, just as in Flashback. He can run, jump, duck, take baby steps, side-step, throw mines, etc. When shooting, he assumes a crouching position and a crosshair appears on the enemy when you have him in your sights. You would think that controlling your character from this angle would get a little confusing and it does, at first. But after a few minutes of trial and error, you should be





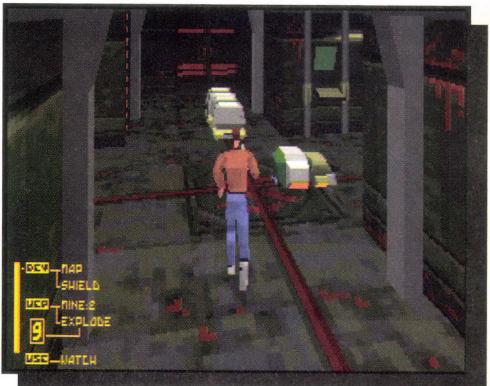
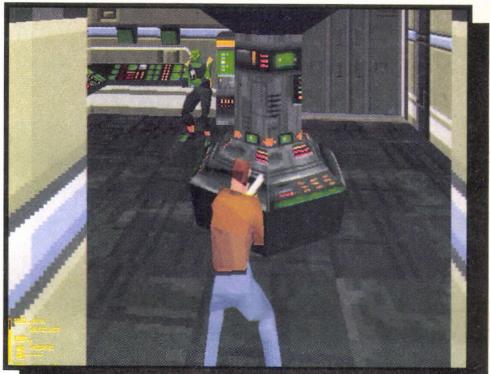
shooting it out with the best of them.

The programmers at Delphine wanted to make sure not to alienate any PC owners and have implemented a user-friendly interface which allows the player to configure the game to their computer's capabilities and limitations. There are a total of three different graphic resolutions to choose from, including a lower resolution mode of 320 x 200 to a high res 640 x 400. Textures and shading can also be turned off, as well as adjustable screen window sizes. Besides the unique 3D engine, the graphics in *Fade to Black* are its biggest asset. The amount of detail is truly impressive and amazing, especially in the high resolution mode. The levels vary from futuristic machinery laden rooms and halls of a star cruiser to dingy, robot-infested underground mining tunnels to organic, pulsing, flesh-like alien worlds. Between levels, the player is treated to silicon graphics-rendered cut-scenes, which really add to the science fiction flavor and overall theme. The music is also noteworthy, composed like that of a movie soundtrack. Only at certain instances will you hear it, usually triggered by certain "hot spots". For example, if you are about to enter a dangerous room full of alien Morphs, the music will start quietly and build in suspense. Even Conrad now gets into the act with his own little comments like, "where'd you learn to shoot?", if an alien misses him, and other silly nonsense like that. Each level starts you off with a message from your new-found friends, giving you a little hint on what to do. Usually, the rest is up to you to figure out. One level, in true Flashback fashion, has you rescuing an old scientist held hostage and escorting him out of danger. Most have you searching for an important item needed to help the "cause" and then getting to an exit, quick. The best tips I can give you are: one, to save often – don't let a few minutes go by without saving your game or you'll regret it and two, is to utilize your map, as the later levels are huge and this will save you a lot of unnecessary running around.

It is extremely evident that *Fade to Black* is a special game. I found that playing it was an amazing experience that captured the flavor of *Flashback* but brought it to an entirely new medium. With the combination of a perfect blend of intriguing storyline, non-stop action, intricate strategy, extraordinary gameplay and beautiful cutting-edge graphics, this game promises to be one of 1995's hottest titles.

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97%



PRIMAL RAGE

Publisher:

TIME WARNER INTERACTIVE

675 Sycamore Drive, Milpitas, CA 95035
408-434-3700

Developer:

TIME WARNER INTERACTIVE

Design team:

Dennis Harper: Producer/Programmer
Frank Kuan: Programmer/Design
Jason Leong: Art Director/Surgeon
Cameron Petty: Design/Assoc Producer
Jeanne Parson: Composer/Sounds



DINOSAURS RULE THE NEW URTH

BUT DOES PRIMAL RAGE RULE THE PC? by Zach Meston

Almost every Friday, I take a field trip down to the local arcade and blow five or ten bucks on the latest cool coin-op games, under the guise of "research." (Unfortunately, I invariably get pounded into oblivion by 10-year-old mall rats whose heads barely clear the joystick panels.) It was during one such field trip, last year, that I first saw Primal Rage, a fighting game with a feature that made it stand out from the rest of the numerous beat-'em-ups on display. Instead of muscle-bound soldiers with big hair or karate masters with the freakish ability to expel fireballs from their hands, Primal Rage had large dinosaurs (and a couple of damn dirty apes) biting, clawing and generally shredding each other's vital organs into so much beef jerky. I was enchanted by the game, as were a bunch of other folks, and it became the nation's highest-grossing coin-op for several months. Now, one year later, Time Warner is bringing Primal Rage to a mind-numbing 11 home gaming systems, including (duh) PC CD-ROM.

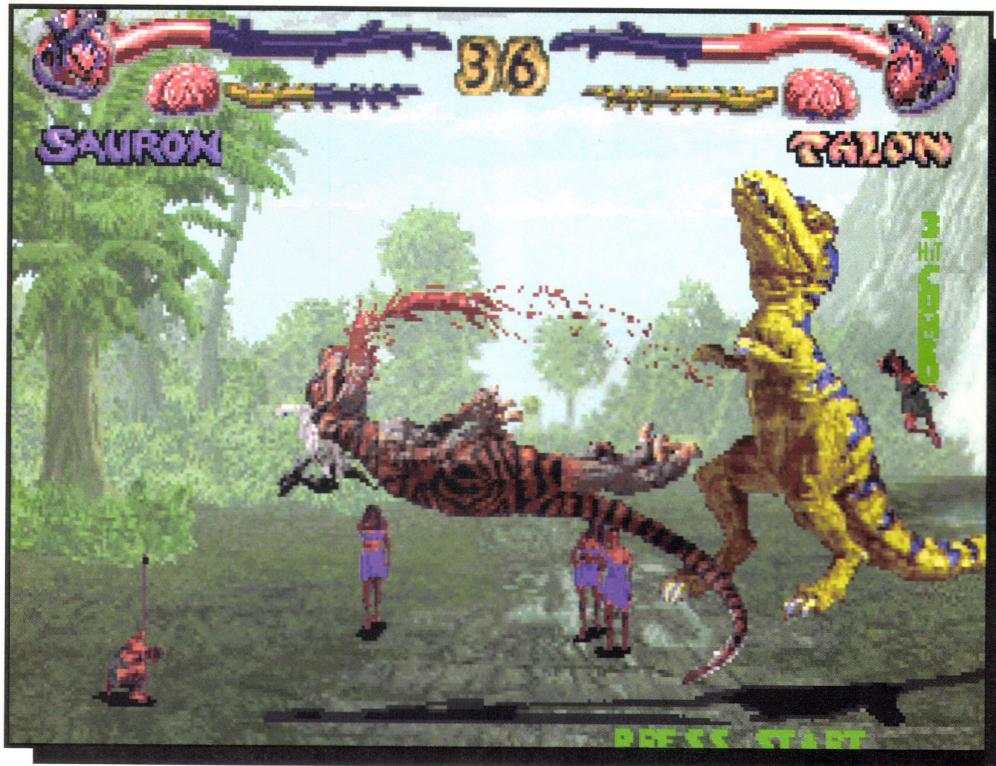
Primal Rage's intro sequence nicely (and quickly) sets the stage for the carnage to follow. Earth has been whacked by a giant mete-



or, wiping out most of humanity and awakening seven prehistoric gods called Draconians: Armadon, a husky dino with a spiked tail; Blizzard, a giant ape with blue appendages (ahem); Chaos, a cute li'l ape who utilizes his butt in battle (no, really); Diablo, a short T-Rex with vivid red skin; Sauron, a big and slow T-Rex with powerful biting attacks; Talon, the smallest and fastest Draconian in the game; and Vertigo, a gawky dino with a long neck and a longer tail. Each of the Draconians wants to rule what's left of Earth (now called "Urth"); so personality conflicts naturally develop,



PC Revolution



which means big ol' monsters beating each other bloody.

In both the one-player and two-player modes, the gameplay is Forrest Gump-simple. After choosing a creature from the selection screen, you are whisked away to one of the Urth's seven territories (a mountain range, a city in ruins, an Arctic clime, and, er, four others) to do battle. At the top of the screen are two energy bars. The Life Blood Bar displays your dino's health, which decreases as you take punishment. When your Life Blood runs out, your dino croaks. The Brain Stem Bar displays your dino's mental health, which decreases when you're hit with powerful attacks or a series of attacks. When the Brain Stem flattens, your dino is paralyzed (and open to attack) unless you shake off the coma by tapping your

joystick left and right, like a crazy person. In the game's default mode, the first dino to win two battles wins the match; but this can be adjusted to a single winner-eats-all battle.

Each Draconian is generously gifted with dozens of moves, which are executed with the game's four attack buttons: Quick Upper, Fierce Upper, Quick Lower, and Fierce Lower, respectively. The game has all the attacks you'd expect from dinosaurs (and apes)—biting, clawing, punching, kicking and tail-whipping. You can string together attacks and score multiple-hit "combos" that do more damage than regular one-hit attacks. Each monster also has several special moves which are pulled off with a series of joystick moves or button presses. Chaos' delightful Fart of Fury, for example, is done by holding down the Quick Upper and Fierce Lower buttons and rotating the joystick





down, toward the opponent, up, and away from the opponent. Last, but not least, each Drac has a match-ending fatality move that polishes off the beaten foe with gruesome style.

Primal Rage is an exceptionally good conversion of the coin-op original, since the programmers took the most recent version of the coin-op program code (version 2.3, for those of you scoring at home) and ported it directly onto the PC. In other words, you're not playing a reprogrammed version of the game; you're playing the real deal, with all the same moves, gameplay quirks and secret stuff. (And there are some truly goofy secrets to be found, such as the volleyball game that uses a puny

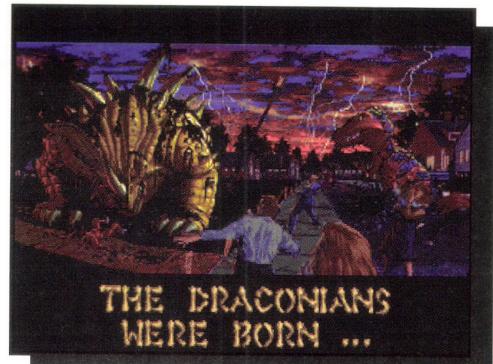
human as the ball.)

The PC version also has several features that the coin-op didn't, one of them being the addition of 3-D SGI-rendered introduction and ending sequences; they add nothing to the gameplay, but sure are purty to look at. The more useful features allow you to adjust the level of gore, the difficulty level of the computer opponents (16 in all, but you can't fight the last boss and win the game if you play below level 10), and the controller type. Primal Rage supports four control schemes: keyboard only, keyboard and joystick, 2-button joystick, and 4-button joystick. The coin-op had "only" four buttons, so the game plays quite spiffy indeed with a Gravis GamePad or other 4-button controller. The programmers have also added two new fight modes: tug of war, in which the two dinos share a single Life Blood Bar, and four-on-four matches, where the players choose four dinos and pit them against each other (but in one-on-one matches, not all eight at once, silly!).

The backgrounds in Primal Rage are colorful, detailed, and occasionally animated; but the eye candy is provided mainly by the half-screen-tall monsters, which were generated with the "stop-motion" animation technique. Miniature puppet armatures of each character



PC Revolution

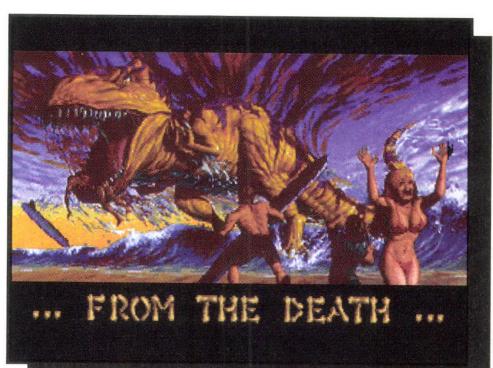


than the last. The 16-meg version also uses more of the screen (320x240 pixels, whereas the others are 320x200). On my average-Joe 486DX2-66, the animation was smooth as silk, but the frame rate is almost as impressive on a mere 486DX2-33.

As for the music and sound effects, the General MIDI tunes (sadly, no CD music) have a tribal-rock feel—I'm not a "Rolling Stone" reviewer, so this is the best description you're gonna get—that set the mood, although they tend to overwhelm the sound effects unless you turn them down at the option screen. The sound effects are identical to the coin-op's groans, screams, farts, roars, and so on.

Primal Rage doesn't have the strongest gameplay in the fighting game world, but that's not what made it a #1 coin-op in the first place—it's the novelty of using a Tyrannosaurus rex (or damn dirty ape) to maim, hurt, and kill. If you dig the Primal Rage coin-op, or if you dig 2-D PC fighting games like Street Fighter II or One Must Fall, then Primal Rage's clashing creatures are guaranteed to butter your muffin.

were constructed and photographed one frame at a time, with the armature being moved just slightly before each picture. (Tim Burton's recent flick "The Nightmare Before Christmas" uses essentially the same technique.) This animation process isn't as impressive as, say, the 3-D texture-mapped polygons (man, I love throwing around high-tech lingo) of FX Fighter, but it does give Primal Rage a unique look. The quality of the graphics and animation varies with the amount of memory you have; the CD includes versions of Primal Rage for 4-, 8-, and 16-meg systems, each with more animation



3

Primal Rage doesn't have the strongest game play in the fighting game world, but that's not what made it a #1 coin-op in the first place—it's the novelty of using a T-rex to maim, hurt, and kill. If you dig the Primal Rage coin-op, or if you dig 2-D PC fighting games like Street Fighter II or One Must Fall, then Primal Rage's clashing creatures are guaranteed to butter your muffin.

83%



MECH WARRIOR 2

Publisher:

ACTIVISION

11601 Wilshire Blvd., Ste. 1000, LA, CA 90025
310-473-9200

Developer:

ACTIVISION

Design team:

John Spinale: Director
Josh Resnick: Producer
John Clarke: Programmer
Danny Matson: Art
Kelly Rogers: Music/Sound Director

DOUBLE YOUR PLEASURE... DOUBLE THE DESTRUCTION!

ACTIVISION'S MECH WARRIOR 2 HAS YOU ASKING FOR A DOUBLE. by Mark Winding

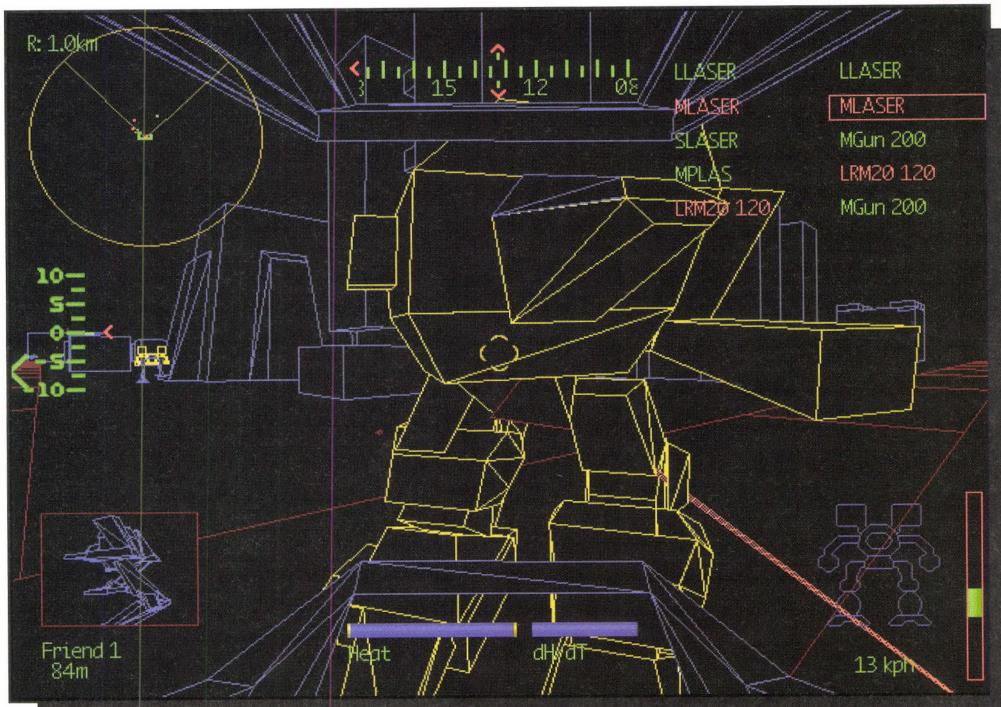
Without a doubt, one of the most visible displays at the Electronics Entertainment Expo in June, was Activision's Mech Warrior 2. This was no wonder as Activision has spent a tremendous amount of money bringing this product to market, not to mention 1.5 million just to promote the launch. That's right, I said 1.5 MILLION; I guess PC games have finally hit the big time. Just to give you an idea of the kind of promotion Activision has in mind for MW2, they have initiated a rather unique two month on-line promotion offering three trips and 200 various other prizes. (Go see Cal, go see Cal, go see Cal). Seeing this kind of promotion generally raises the expectations of the consumer, which isn't always a good thing when you're making the sequel to one of the all time great titles. Well, enough with the side show, let's get down to business!

Since the introduction of the original Mech Warrior, there has been a virtual plethora of imitations, the latest being Virgin's Iron Assault; not a bad title in itself, but certainly no earth shaking innovation. By this time, the battle scenario should be somewhat familiar:

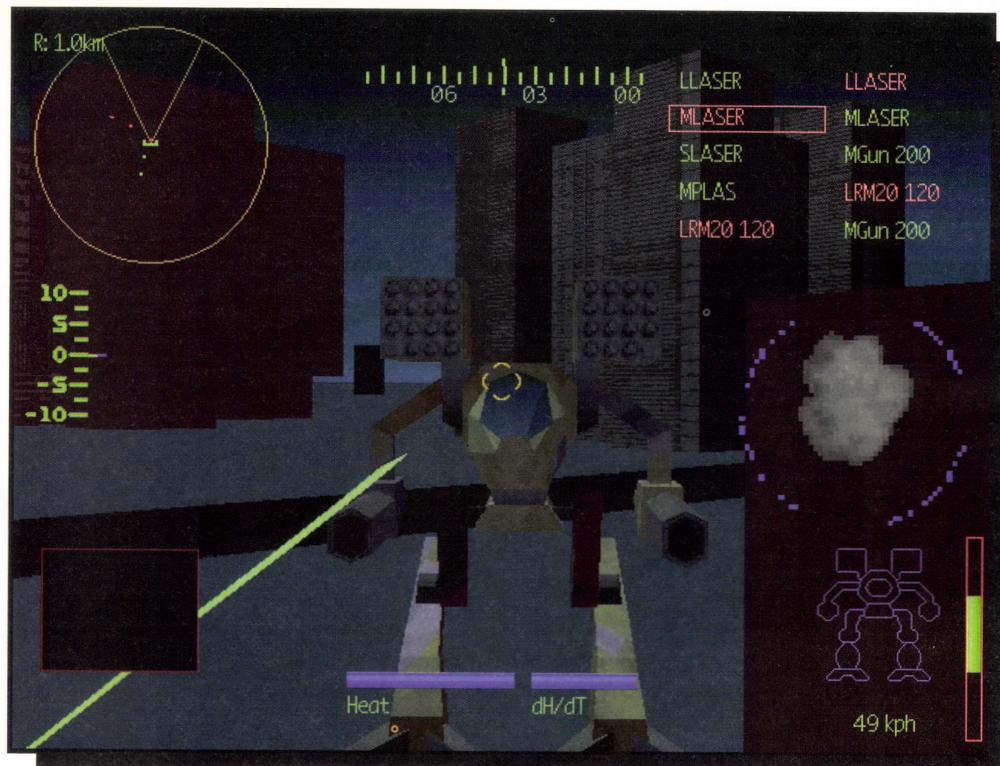


a first person 3D mechanical warrior sent to far off lands to destroy everything that comes in its' path. Rest assured, Activision hasn't significantly altered this highly successful theme. That doesn't mean there aren't any significant changes, however. MW2 is loaded with enhancements, the most noticeable being Activision's usage of their new 3D polygon engine, which takes the game play to an entirely different level. In addition, the 70 second full motion video that introduces MW2 is without a doubt the finest I've ever seen.

Now, for the rest of the story! Picture



PC Revolution

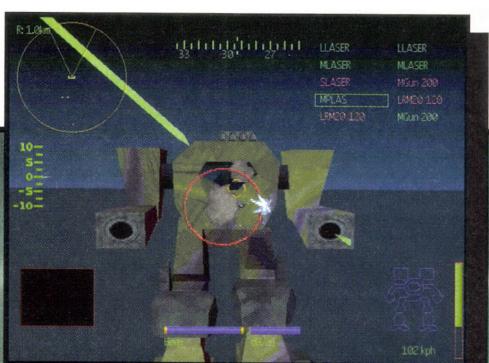
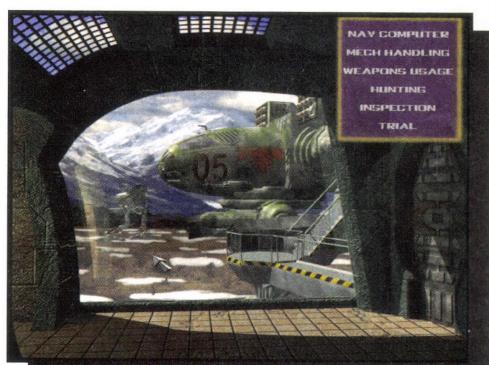


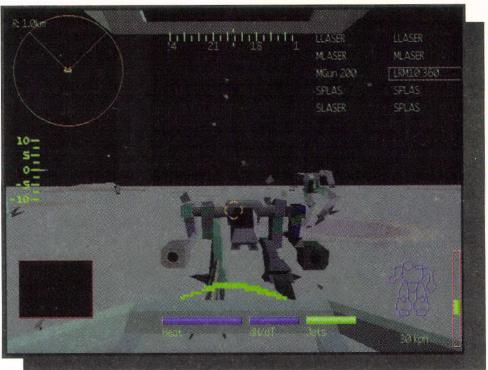
this: it's 3058, the Clans have suffered a humiliating defeat at the hands of the combined forces of the Inner Sphere during the battle of Tukayyid and ultimately agree to honor a cease fire treaty that prohibits another invasion of Terra (Tehran?) space for fifteen years. Being the God fearing creatures that they are, they honor their word, and retreat back into their conquered worlds (this is where the plot thickens). The humiliating loss has changed the Clans forever. A little older and a little wiser, they begin a series of inter-clan battles in a race to stake their claim as the most powerful clan. This is where you, the Mech Warrior, come into the equation. Your weapon of destruction is the familiar two legged beast known as the BattleMech. Your goal is to accumulate a sufficient amount of honor on the battle field as a Mech pilot so as to advance in rank and weight class.

Ultimately, if you establish a continu-

ous pattern of success, you may have the title of il-Khan, the ultimate leader of all of the clans, bestowed upon you. (I guess that would be the equivalent of Speaker of the House.) Your reward for such an achievement would be the honor of leading the attack, to regain Terra once the truce of Tukayyid has ended and finally restore some order to this 31st century equivalent of the wild wild west!

How do we start, you say; well hang on, and I'll click my trusty mouse and we'll get going. Once you point and click your way through the briefing room and research facility, you are launched into one of over fifty equally perilous missions that cover a wide variety of planetary terrains, ranging from an awesome urban landscape to ice and the desert. You are strapped into one of fourteen different BattleMechs, all having the ability to be customized with a number of different weapons of destruc-





tion. You have your choice between two different modes of play. The first allows the gamer to immediately jump into combat.(obviously, my favorite). The second option, known as a career mode (or lack of one) allows the gamer to join one of two different clans, enabling him or her to go through the career building process, hopefully advancing to that coveted title of the il-Khan.

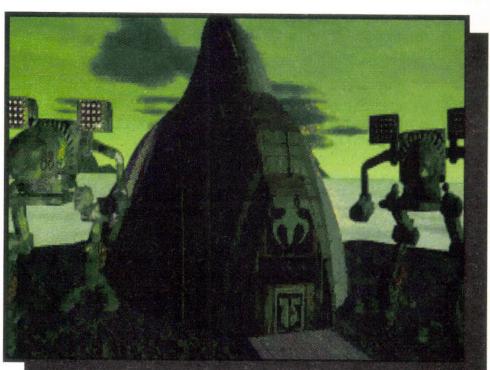
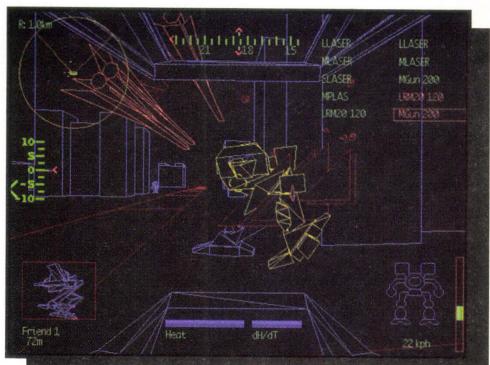
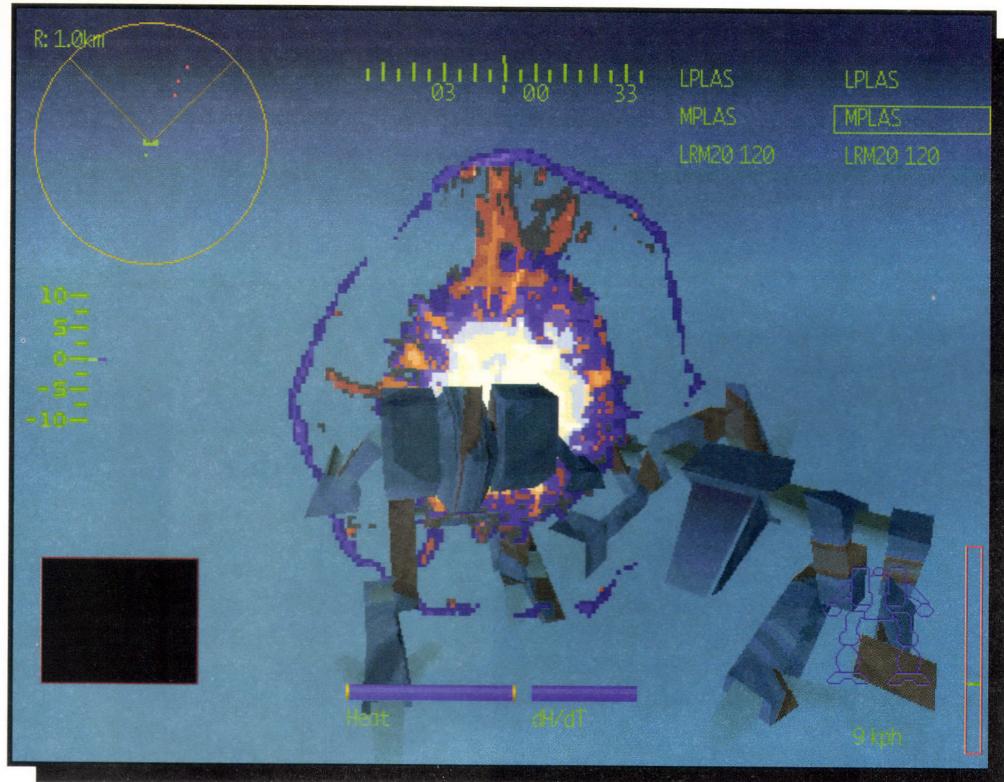
With the exception of some minor story modifications, it all sounds pretty familiar to the rest of the pack. Let's face it, there's only so much you can do to this type of story line, not to mention the fact that MW2 is a sequel. Fortunately, that's where the simi-

larity ends. The technological enhancements of MW2 is the big news. The artificial intelligence of MW2 is far superior to anything currently on the market. It's unreal how this game tracks your every move. A tremendous amount of anxiety accumulates as you wade your way through your search and destroy missions. Adding to the realism is concert quality digital audio that keeps your head in the game at all times, even when all you can think about is getting the heck out of dodge. I swear, at times you think you're on an E ticket ride. (demographics test here). The movement throughout the battle scenes is truly seamless; the 3-D polygon engine seems to have made a tremendous impact on the overall playability. There's very little of that annoying pause that you get in most games of this type. Another aspect of the game that greatly enhances the realism/anxiety is the environmental conditions that you must deal with.

As you get worked up in the heat of battle, your ability to sustain your vital systems fluctuates. You must keep constant vigil over your vital signs, which you can manipulate by varying the types of weapons you use, and the rate at which you use them. I heartily recommend using your missile homing devices as much as possible. This will prevent need-



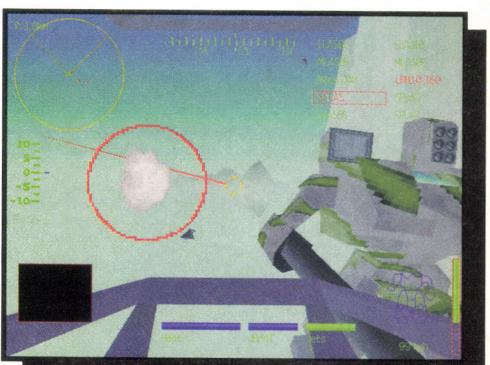
PC Revolution



less over-firing and keep your system from shutting down right in the middle of a fire fight due to overheating. One other piece of advice: use your auto pilot as much as possible. The territory you must cover is expansive and if you're not quick to get to your objectives, you will find yourself out of time and doomed to complete failure. I must admit, just because you're an accomplished veteran of the original, don't expect an accelerated promotion here. MW2 will eat you up and spit you out if you underestimate the enhancements.

So, where does that leave us? In a phrase,

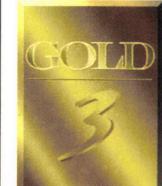
we have a winner. Many times, with a sequel, especially an extremely successful one, the developers try to do too much and end up burying the game in triviality; not so with MW2. It's obvious that Activision was very careful not to overdevelop. They concentrated on the visual effects and the game play. They were smart enough to leave the basic story line relatively untouched. The new 3-D engine, to put it in the immortal words of Reggie Jackson, is the "straw that stirs the drink". The game play is so seamless that you feel you are involved in a first person motion picture experience. However, although the new engine deserves the bulk of the credit, my pick for the most improved aspect is the sound quality. As I mentioned earlier, it is truly concert quality. As I was playing MW2, the staff here at Dimension gathered 'round all commenting on the "awesome" sound. The only really negative in the whole game is the fact that the story line remains somewhat unimaginative; but all in all, hats off to Activision for a truly entertaining gaming experience!



3

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90%



PITFALL: THE MAYAN ADVENTURE

Publisher:

ACTIVISION

11601 Wilshire Blvd., Ste. 1000, LA, CA 90025
310-473-9200

Developer:

KINESOFT

Design team:

Scott Krager: Producer
Tin Guerrero: Production Coordinator
Andrew Glaister: Lead Programmer
Peter Sills: Project Manager
John Spinale: Lead Designer

The Hint Box

The lost Atari 2600 VCS level:

At the start of the 4th level, the Lost City of Copan, run to the right and go up to the 2nd level by bouncing off the statue's tongues. Then take a running jump off to the left and you should land on a platform with a scorpion from the original 2600 Pitfall. Enter the doorway and then run & jump to the left; you should spring over and into a secret chamber that holds the warp to the secret level. Happy Retrogaming!



THE LEGEND CONTINUES...

ACTIVISION GOES PLUG AND PLAY WITH PITFALL. by Gregory Off

Many many years ago during more primitive and archaic times (around 1982 or so) there was a daring adventurer who traveled the world in search of ancient legends and long lost treasures. His endless journeys took him across countless lands and to the ends of the earth. He explored immense jungles and uncharted regions brimming with unthinkable hazards and, as word of his exploits traveled back to the civilized world, he soon became larger than life...a legend, if you will. Some people know him as Pitfall Harry, treasure hunter and adventurer extrordinaire; but we know him as the character who single-handedly started the action/platform genre, way back when, on the ancient 8-bit Atari 2600.

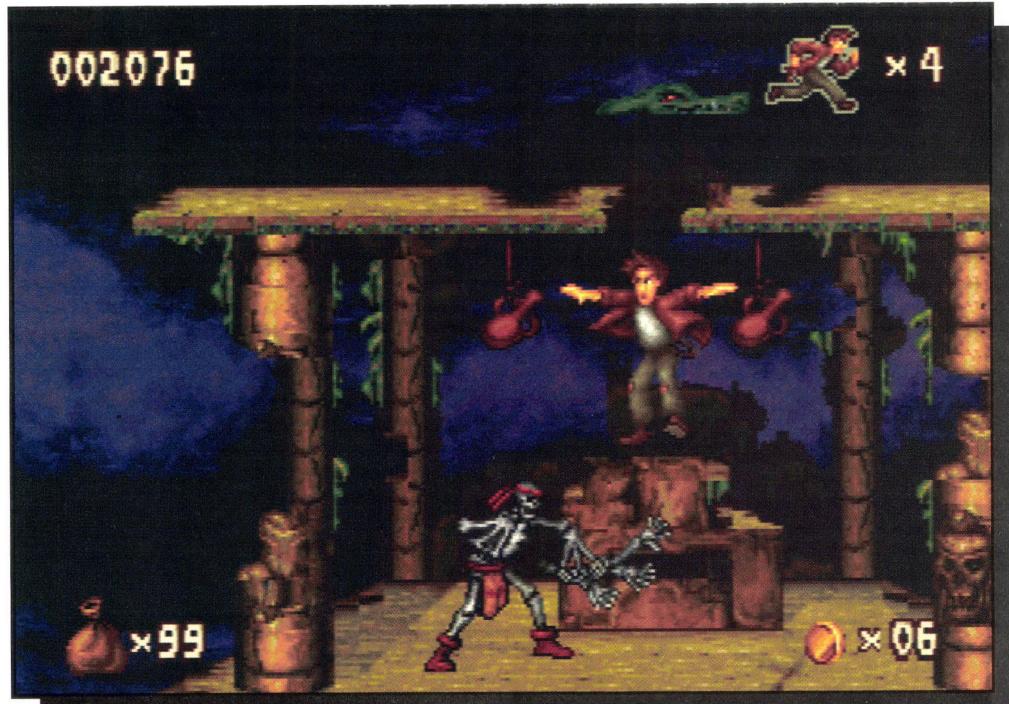
After countless quests (including a few sequels on a host of other gaming platforms), Harry decided to domesticate his life and settled down to raise his young son, Harry Junior. Young Jr. had inherited his dad's passion for the mysteries of the unknown and grew into a brave 18 year old with a daring sense of adventure - and a bit of an attitude to boot! He was quick to learn the thrill of exploration and discovery and was soon experiencing many



perilous adventures on his own.

Learning of his son's exciting quests and exploits, Pitfall Harry realized how much he longed for the life he once knew. So dad and son set off together for the dangerous dark jungles of Central America in search of the long lost treasures of the Mayan Empire...

Welcome to "Pitfall: The Mayan Adventure", one of Activision's premiere gaming titles, chosen to be produced exclusively for the Windows 95 operating system and debuting simultaneously with its launch this August. Most of us remember Pitfall from the



PC Revolution



good old days of the eighties, before there ever was such a thing as Personal Computers. In those days, the closest anyone ever got to a cutting edge, home video game system was a faux woodgrain-covered, 8-bit console that enabled you to play such technical wonders as Pong and Combat. Although now showing its age, Pitfall (back then), was considered a technical achievement, literally revolutionizing the gaming industry. This was the first title that put Activision on the map, by introducing gameplay elements that had never been seen before. So why was Pitfall: The Mayan Adventure chosen to be the Activision's debut title for Windows 95? The answer is simple. It's by far the best example of a "plug and play" product around and will effortlessly showcase and utilize some of the capabilities of this new operating system. Some of these capabilities include enhanced animated graphics, high-end sound



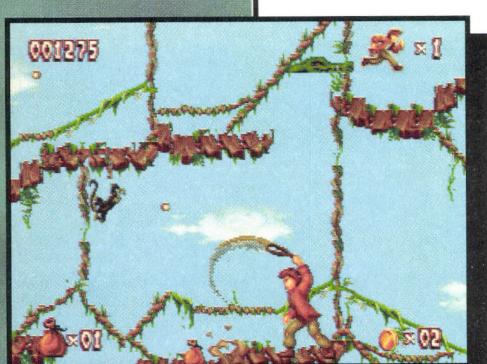
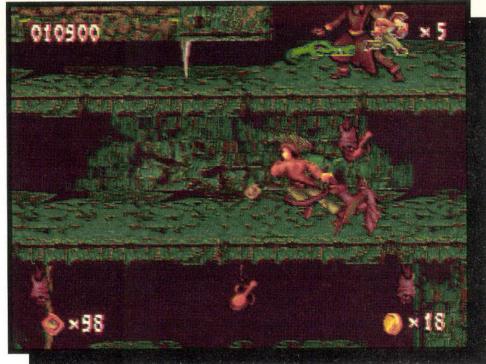
effects, and an incredible movie-quality CD soundtrack.

This isn't the first time this version of Pitfall has appeared in the homes of America. If you are an avid gamer, or you (or your children) own a Sega Genesis, Sega CD or Super NES, then you might have seen this game before.

Although these versions were equally good, the PC version you see here is by far the best, sporting vibrant colors, smooth and fast frame rates and a variety of options that are not available anywhere else (but we'll get to that in a bit). The other major difference is that this version contains three extra levels that were not in the cartridge versions.

The basic storyline has you in control of Harry Jr., on a quest to track down an evil Mayan warrior spirit who has kidnapped your father. It's your job to tackle the many hazards and (dare I say it) pitfalls that await you at every step and res-





cue poor ol' dad. Although this is an all-new game with incomparably enhanced graphics and gameplay, you will notice some of the details and items that were in the original game 13 years ago. These appear in the form of treasures you can collect for extra points like the trademark gold bars or diamond ring. But besides the incorporating storyline and the collectable icons, this is a totally different game in every way, reworked from the bottom up.

One of the most amazing elements of Pitfall: The Mayan Adventure, is the diverse play mechanics. Allow me to define this word, as it's not commonly used in the PC side of gaming. Play mechanics are basically what

the player is able to do with the character he or she is controlling. The more things you are able to do or execute, and the ease of effort you have to put into it, can make or break a game. For example, Harry Jr. has a variety of play mechanics over and above the standard running and jumping. Some of these include whipping a sling shot or slinging rocks, swinging on vines, ducking and crawling through tight spaces, looking up and down, riding ziplines, pulling levers, bungee-jumping, riding runaway mine cars, etc. - the list is endless. The best part is, all these moves are easily pulled off with just a joypad and a few buttons. These are brilliant play mechanics and the keyboard, thankfully, doesn't ever come into play, which is what most of us PC players are used to.

Now it's time to bring up the amazing graphics which, ironically, could be this game's biggest downfall. Each and every level is outfitted with rich, vibrant colors and characters that match the scenery and location of their corresponding area. The jungle scenes explode with lush shades of green and sport the most realistic roaring waterfalls I have ever seen. The Mayan ruin levels are inhabited with nasty statues that come to life and laden with bubbling tar-filled pits. The tomb areas are equal-



PC Revolution



ly impressive with dark, dank atmospheres and strange spirits that haunt the halls. Lastly, the underground mine levels are filled with rickety tunnels infested by blood sucking bats and old, creaky mine carts just waiting to be taken out for a spin. The problem is, there are a total of 13 levels in the game but there are only four backgrounds. After you've seen them once, you're treated to the same level rehashed in a different way. If I had to compromise, I would like to see a little more variety and fewer levels; but hey, the amazing gameplay makes up for this slight downfall. In addition, there

are secret rooms and hidden bonus levels sprinkled throughout, as well as the original 2600 version hidden somewhere in the game (see "The Hint Box").

As I promised earlier, Pitfall for Windows offers a variety of other options and features such as ultra-smooth, 24 frames-per-second animation, a choice of resolution modes and window sizes including full-screen or with the window box, as well as a choice of ambient jungle sound effects or a CD soundtrack (both created by Academy Award winning Soundelux Media Labs).

We here at D-3 are excited about the endless gaming possibilities of Windows '95. With all of its enhanced options and amazing gameplay, Pitfall: The Mayan Adventure couldn't be a better way to kick off this new operating system; and the best part is, this is just the first of an avalanche of games that Activision has planned for it. Pitfall is a must-have for people who have fond memories of gaming's early years, as well as hard-core gamers looking for a great action/platform game.



3

With all of its enhanced options and amazing gameplay, Pitfall: The Mayan Adventure couldn't be a better way to kick off the new operating system; and this is just the first of an avalanche of games that Activision has planned for it. Pitfall is a must-have for people who have fond memories of gaming's early years, as well as hard-core gamers looking for a great action/platform game.

90%



TERMINAL VELOCITY

Publisher:

FORMGEN, INC.

7641 E. Gray Rd., Scottsdale, AZ 85260
602-443-4109

Developer:

TERMINAL REALITY/3D REALMS

Design team:

Mark Randel: Designer/Programmer
Kyle Richards: Music/Sound Effects
Karl Hagood: Art/Animation
Drew Haworth: Art/Animation
Tom Hall: Co-Producer (3D Realms)



The Hint Box

WE LOVE THEM CHEATS!

TRIGODS

Invincibility!

MANIACS

Afterburner

TRISHLD

Full shields

TRINEXT

Skip to next level

TRIFIR(0-9)

Add weapons 0-9

TRSCOPE

Oscilloscope

TRIBURN

Terminal velocity

TRFRAME

Frame rate counter

3DREALM

Smokin'

SECRET LEVEL

To warp to level 0-0, enter "Terminal" as your name and "Reality" as your callsign. Make sure you type the initial caps or it won't work!

TERMINAL ENTERTAINMENT

CAN SHOOTERS GET ANY BETTER THAN THIS? ...I DON'T THINK SO! by Gregory Off

Remember when a shooter consisted of a bunch of flat sprites placed on scrolling star field or some other background? Those were the days when most games relied mainly on the player's imagination rather than actual graphic content. It can be said that it was really only up until recently that the technology surrounding video game development (especially in the PC arena) exploded and evolved to the point where shooters can now consist of true, three-dimensional environments where there are literally no preset boundaries or flight paths. In this day and age of Pentium powered PCs, you can have smooth, 3D modeled, polygon-filled, texture-mapped objects and gouraud, light-sourced shading running at ultra-fast frame rates. You can actually be put into the virtual cockpit of some futuristic space craft and have fierce, first-person, real-time air combat - all the while experiencing realistic explosions and sound effects in Dolby Surround Sound. What a truly amazing time to be alive and experiencing all of this, and the best part is, it doesn't stop here. Technology seemingly grows leaps and bounds daily. New graphics cards are on the horizon promising

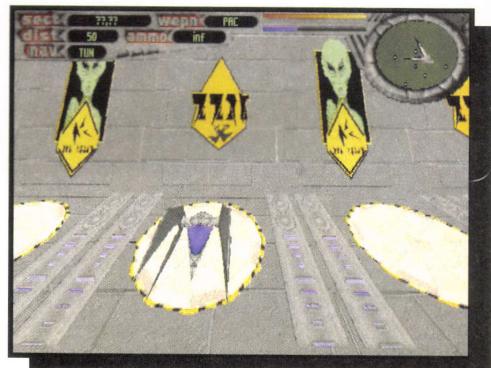


smoother, faster and better 3D graphics. New and improved graphic engines are being invented where real 3D architecture comes into play, displayed in stunning 640 x 480 SVGA graphics. Virtual reality is more than just a "buzz word", with actually four or five different headsets planned for release sometime this year.

If there are certain companies that are on the forefront of this new technology, it is most definite that 3D Realms and Apogee are paving the way. One of the first results of their hard work and determination is "Terminal Velocity", the game that you see here promi-



PC Revolution



nently displayed on these next four pages; believe me, these pictures cannot do this game justice. Terminal Velocity is a game that has to be seen to be believed and marveled at. The closest, loosely-based comparison that could be made to this amazing, three dimensional, "virtual shooter" would be a cross somewhere between Descent and Magic Carpet.

Imagine being plunged into a virtual world where you can skim along vast mountain ranges, take cover in clouds, delve deep into tunnels below a planet's surface, and partake in some of the fiercest aerial battles around with both air and ground targets. Terminal Velocity easily achieves all of this and more.

The story is set in the far future. The Earth now heads up a council of peacetime members called the Alliance of Space Faring Alien Races. Through this alliance, a treaty has been signed to insure that all species

can coexist peacefully. Perimeter Defense Computers (PDCs) have been provided by the people of Earth to guard and protect each solar system from intruders. Peace has been the prevailing factor for over 70 years...until now that is. On September 2nd,

2704, attacking armadas from all of the other member's solar systems descended on Earth, wiping out millions of people. No one knows who is the driving force behind this madness, but something must be done. You are the Earth's last great hope. Your craft of choice is the Terminal Velocity-202, a fighter only few can handle. You have been commanded to take down the hordes of attacking alien forces at any stake (including your own life) and find out who (or what) is behind it all before the Earth falls prey to this onslaught.

Terminal Velocity is basically a mission based game. Although the game offers an intricate storyline and mission objec-





tions for each of the nine planets you'll encounter, the most you'll really ever need to know is "shoot and destroy".

The basic gist of each level is to locate your targets, take them out, and find the exit or in this case, the Departure Unit. There is more than one way to locate your targets. One is by bringing up the map screen ("Tab" by default) which overlays on top of your playing field. This is probably the least desirable method, as everything from the enemies to the installations are displayed by little tiny multi-colored blips, and it can get very confusing. I found the best way to go is by using the "numerical compass" which counts down as

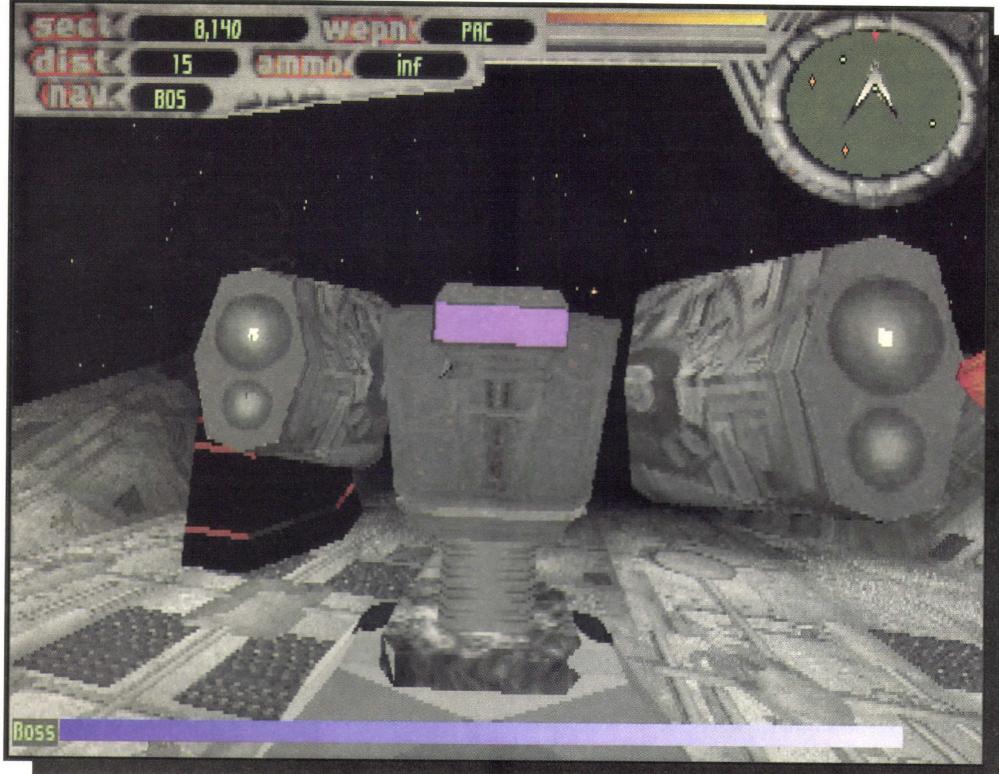
you get closer to your next objective or up as you move farther away, and is located on the top-right corner of your cockpit. Your target objectives are spread out all over and under the planet's surface, sometimes the equivalent of thousands of miles apart. By keeping an eye on this compass, you can find the shortest flight path and not stray too far off of it.

Each of the nine levels you will encounter has its own set of enemies and terrain which get progressively harder. The levels are extremely diverse ranging from harsh, forbidding, arctic mountains with underground ice tunnels to an unstable asteroid hurtling through space, to molten-spewing, volcanic terrain with bubbling, lava-filled tunnels. There's even a level that has you strafing a humongous starship that looks suspiciously like an Imperial StarCruiser from "Star Wars". In fact, it seems like Star Wars could have been an influence in developing Terminal Velocity. More than once during play, the thought has crossed my mind that I actually feel like Luke Skywalker sitting in the cockpit of the Millennium Falcon taking out the Empire's Tie Fighters... now that's a pretty cool feeling.

Controlling your ship is a breeze and is executed easiest with a Gravis or similar type gamepad. The only time you will actually need



PC Revolution



to use the keyboard is for some of the not so important functions such as barrel-rolls, choosing your weapons (numbers 1 through 9), etc. The perspective you see is from inside the cockpit but you can also choose to play from behind your ship (my choice) and there are a variety of weapons and power-ups you can acquire during your battles, including afterburner for that all-important burst of super speed for faster travel and invisibility for that added edge of surprise.

Now it's time to list some of the multitude of options Terminal Velocity offers to its play-

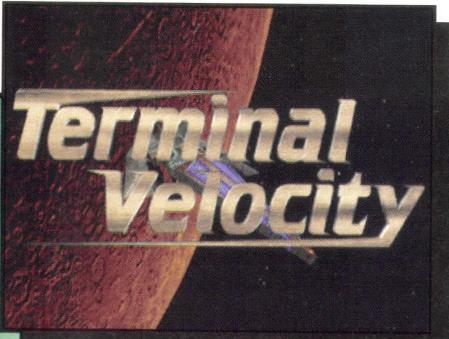
ers. Besides the addicting single-player game, Terminal Velocity has Apogee's famous Comm-Bat feature which pits up to eight players fighting it out via network support as well as a two player option via modem. There are truly breathtaking graphics which can be customized to your system's limits and capabilities including an all-important, hi-res 640 x 480 SVGA mode for all you lucky Pentium owners with 16 Meg of RAM handy, over 70 MB of full motion, 3D rendered cut screens, digitized stereo sound effects plus an orchestrated soundtrack. Lastly, there is a secret bonus planet (check out "the Hint Box") exclusively for the CD version.

My time with Terminal Velocity has been a special one indeed. This is a truly amazing, fast and furious shooter packed with some of the most exhilarating graphics and positively perfect gameplay I have ever had the pleasure of experiencing. Terminal Velocity easily earns its place among the elusive ranks of Doom, Dark Forces, and Descent. So my recommendation to you, loyal readers, is go out and buy this game now!

3

My time with Terminal Velocity has been a special one indeed. This is a truly amazing, fast and furious shooter packed with some of the most exhilarating graphics and positively perfect gameplay I have ever had the pleasure of experiencing. Terminal Velocity easily earns its place among the elusive ranks of Doom, Dark Forces, and Descent.

97%



THE LAST BOUNTY HUNTER

Publisher:

AMERICAN LASER GAMES

4801 Lincoln Road N.E., Albuquerque, NM 87109
505-880-1718

Developer:

AMERICAN LASER GAMES

Design Team:

Steve Frank: Programmer

Shaun Dawson: Programmer

Dave Michelson: Game Writer

David O. Roberts: Director

Les Wells: Producer

THE LAST BOUNTY HUNTER...

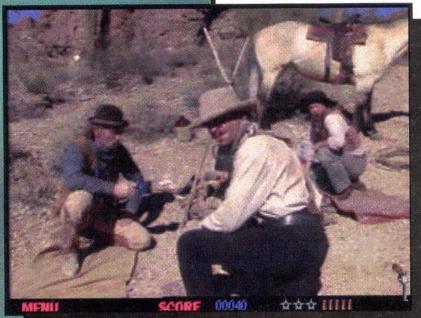
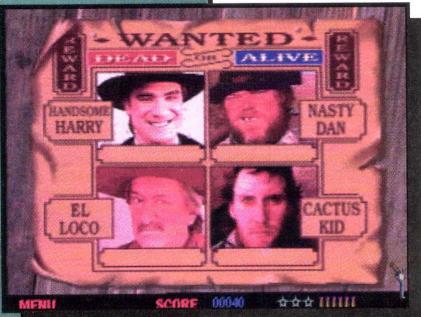
MEETS RODNEY DANGERFIELD. by Eric Winding

American Laser Games has released a new PC CD-ROM title in the same fine fashion as their highly successful and platform wide "Mad Dog McCree". Their latest title, "The Last Bounty Hunter", combines most of the elements you are familiar with, in a Laser Disc game, and adds a heavy dose of humor to boot. So much humor in fact, that I wonder if the game is just a medium to showcase the writers' one liner capabilities.

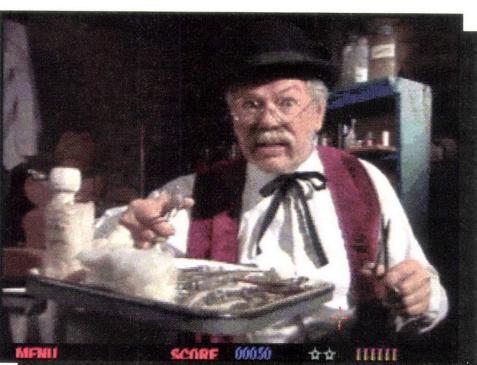
The story line, in the Last Bounty Hunter, is relatively straight forward. Bad guys have guns and should be shot before they shoot you and the innocent civilians walk around screaming with their hands up in the air (just so you don't mistake them as gun toting hooligans). Should you shoot one of the good guys, you'll either lose a "life" or get a comment from one of the lovely parlor girls. If the Asian gal comments, she'll say: "you shot an innocent; bad ruck". OK, so not too politically correct; but wait, there's more! How about the painted jezebel that cries: "you shot an innocent person, I can't tell you how busted up I am!". She's wearing one of those cleavage enhancing, "Miracle" push up things. Yes, the American do



gooders, out there, could have a field day with this game! Anyway, the game has four different outlaws to bring to justice and many scenarios and locals in which to accomplish these tasks. For instance, let's say you pick El Loco as the outlaw of choice; you will be treated to several different southwestern looking locations, as well as the stereotypical costumes and music generated from the Spanish selection. Some scenes are better suited towards the purpose of gunning down



PC Revolution



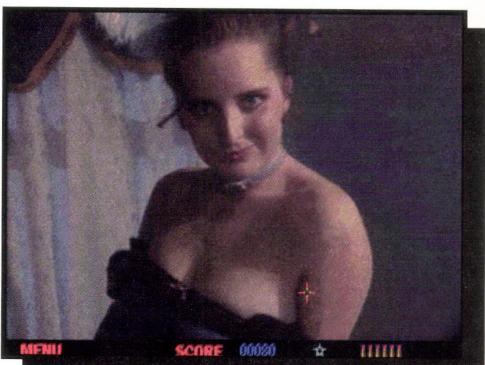
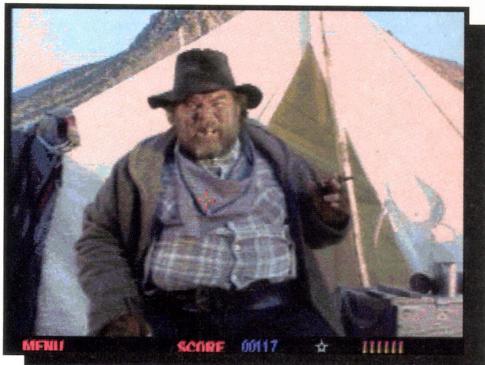
the villains than are others, but this does add to the degree of difficulty in each level.

Regarding the gameplay, the Last Bounty Hunter is as straight forward as any game of this genre can be. The photomotion rolls across the screen and the gamer moves the cursor via mouse (or the even more handy, PC Game Gun, which unfortunately was not available for a "hands-on" test in time for this article) with the flight of the outlaws, clicking the left mouse button to unleash the bullets in the six shooter. The revolver can be reloaded by sliding the cursor to the lower right hand corner and quickly clicking the button. The characters range from little blips far away on a hill behind a rock, to screen size, in-your-face maces that are all deadly with the chosen weapon. Besides lightening quick reflexes, you'll need the peripheral vision of an Indy car driver, in order to pass some of the levels. In some cases, the guys in black hats are lining up to get a crack at you, so you better make sure you've got a loaded weapon, otherwise you won't have a chance to take the extra second to reload. You'll be Swiss cheese before you can say 'Mickey'. If you do get riddled with bullet holes, you can at least enjoy the sequence with the grave diggers. In these scenes can be found some of the best Dangerfield lines: "Have you considered our layaway plan?" or "Hey bounty hunter, this muds for you!" or my favorite "Good thing you're a lousy shot, or we would have never met!". As you can see, any ill fortune on your part is sure to be met with some enthusiastic sarcasm from one of the supporting cast members. Get used to it, because there is rarely a moment in this game that lacks in rhetorical banter. Even the cook gets into it (No, not Mr. Segal) as he replies "The possum wasn't THAT bad", after you wipe out a few of his cohorts. Even with all the lively one liners and piercing barbs being thrown at you, the most scorching belittlement comes when an outlaw guns you down, and then he just laughs: the kind of laugh that says you weren't even enough of a competitor to comment on. Now that hurts!

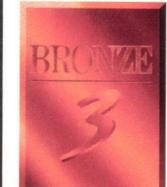
All in all, The Last Bounty Hunter is good gaming fare, if not tried and true gaming, and worthy of a 75% on the D3 rating scales. There is enough of a challenge to keep the gamer coming back for more, and the difficulty of getting to the Cactus Kid may be enough for some gamers to play this title for a month straight. If you enjoyed the presentation and humor of Mad Dog McCree ("that was a good woman you shot") then you certainly won't want to pass up on The Last Bounty Hunter.

3

The Last Bounty Hunter is good gaming fare, if not tried and true gaming. There is enough of a challenge to keep the gamer coming back for more, and the difficulty of getting to the Cactus Kid may be enough for some gamers to play this title for a month straight. If you enjoyed the presentation and humor of Mad Dog McCree then you certainly won't want to pass this one up.



75%



RAVEN PUTS A HEX-ON

THIS HALLOWEEN WITH HERETIC 2. by David Jon Winding



According to the good folks, at GT Interactive Software and Raven Software, they have taken the "Doom" engine as far as it can go. Where has it gone? To "Hexen: Beyond Heretic", which, as its title would lead you to believe, is the sequel to "Heretic", their best-selling title. Hexen allows the player to become one of three classes of heroes on a quest to destroy the evil rulers that once controlled them. Hexen was designed using a new level editor and scripting, that allows for special effects, such as earthquakes and crumbling bridges. Players will be able to move through wastelands, sewers, castles and ancient temples, with ever-changing environmental and lighting effects. GT Interactive states that the game features "reactive" environments in which players experience a "heightened" sense of reality, where every action translates an elemental effect. The game also features 12 different weapons in cooperative or Deathmatch play. "We wanted to make the worlds as alive as possible", states Brian Raffel, VP and lead artist at Raven Software. "Players will feel more a part of our 3D world and have

HEXEN: BEYOND HERETIC

Publisher:

GT INTERACTIVE

16 East 40th Street, New York, NY 10016
212-679-6850

Developer:

RAVEN SOFTWARE

Design Team:

Ben Gokey: Programmer

Chris Rhinehart: Programmer

John Romero: Exec. Producer

John Carmack: 3D Engine

Michael Raymond: Level Design

more of an effect on their environment, than ever before." The final game will feature 30 interconnected levels, where players, for example, will be able to flip a switch on one level and have it effect the next. Sounds pretty darn cool...doesn't it? Hexen: Beyond Heretic will be available October 30, 1995. You can expect our critique in the November issue of D-3.



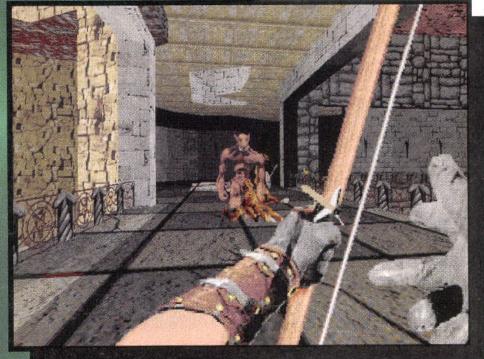
PC Revolution



SPECIAL
PREVIEW

WELCOME TO HI-REZ HELL

A CLOSER LOOK AT CAPSTONE'S "WITCHAVEN". by Gregory Off



If you read our August issue of D-3, you've already seen some incredible screen-shots of both "TekWar" and "Witchaven", two of Capstone's newest 3D action/adventures. Although these games are not quite finished yet, we couldn't resist showing the latest milestones so you can see how they're shaping up. The main purpose of this article and accompanying collage of shots is to show off Witchaven, as TekWar can be found elsewhere in the pages of "PC Revolution".

Witchaven is an incredible ground-breaking 3D fantasy, in the same vein as Interplay's Stonekeep or Raven's Heretic. The story is set deep within the volcanic pit of the Island of Char. Here lies the mystical lair of Witchaven where witches, older than time itself, have cast a shadow of evil spells that shroud your people in never-ending darkness. Using your wits, spells, weapons, and courage, you must conquer the demons and creatures who stand over and watch the darkness and return your people to the light.

Witchaven delivers intriguing puzzles, plots, gruesome first-person combat, an assortment of

WITCHAVEN

Publisher:

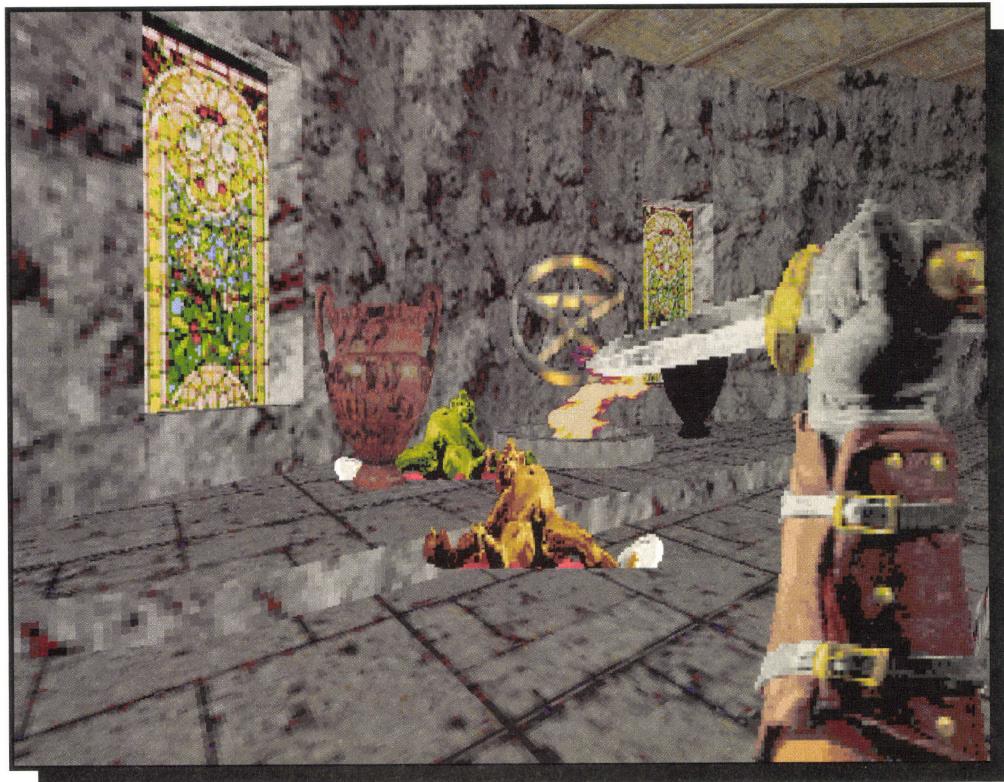
INTRACORP

501 Brickell Key Dr., 6th Fl., Miami, FL 33131
305-373-7700

Developer:

CAPSTONE

unique hand-to-hand weapons (including a morning star and bow and arrow), as well as guided spells, providing much more variety and creative battle than other titles in this gaming platform. Some of the other features are a vast playing field, network play for up to 16 players and modem play for up to two, 3D animated cut scenes and ambient sound effects, as well as a CD-quality musical soundtrack. We hope to have a follow-up review for Witchaven in our October issue, but until then, these amazing screen-shots should tide you over!



PC Revolution

IT BLEEDS ACID.

IT CAN READ YOUR MIND.

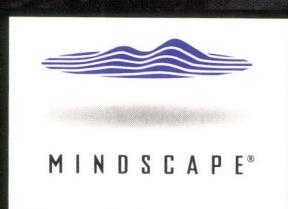
IT IS A BORN KILLER.

IT IS THE LEAST OF YOUR WORRIES.

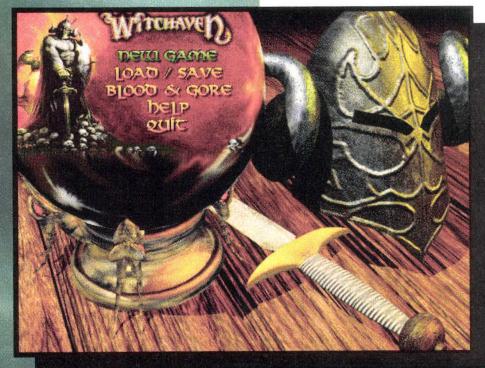
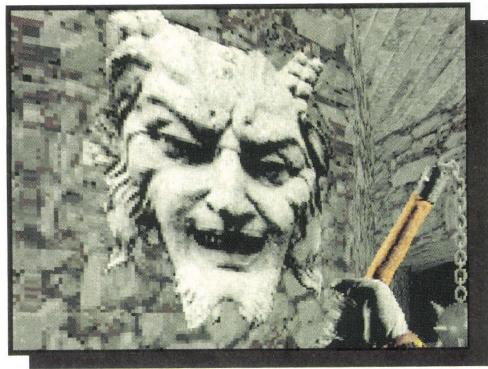
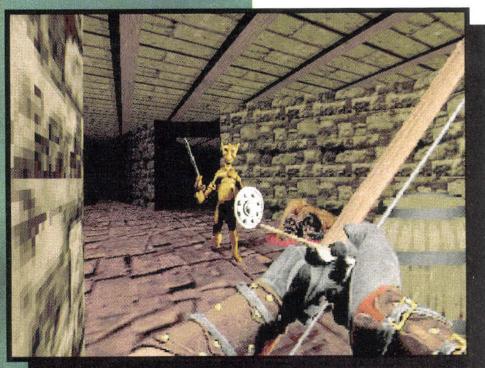
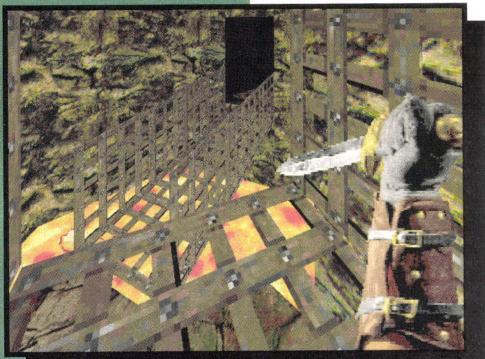
ALIENS™

A COMIC BOOK ADVENTURE

IN SPACE, EVIL WEARS MANY FACES.

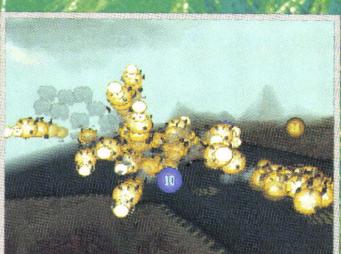


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SPECIAL
PREVIEW

Hi-Octane™



On
the bleak
streets of the 21st century,

trigger-happy racers drive to the death.

Hi-Octane™ puts you at the wheel of an armor-plated Hov-Car capable of 400+ mph. Race through cities, deserts & mountain ranges at ferocious speeds with accessories you could really use in rush hour - like a missile launcher and chain gun. Choose between six⁽⁶⁾ super-charged vehicles, then take on seven⁽⁷⁾ of your friends simultaneously courtesy of Hi-Octane's multiplayer option. For ultra-fast arcade action and senseless violence, there's only one⁽⁸⁾ winner.



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From **Bullfrog**,
winner of multiple awards

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Visit Electronic Arts on the Web at
<http://www.ea.com/bullfrog.html>



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I SEE A BIG, UGLY WARTHOG IN YOUR FUTURE

AND IT'S BRISTLING WITH 20 FLAVORS OF FIERY DESTRUCTION. by Tim Lindquist

The much anticipated A-10 Attack for the Mac has finally arrived. Developed by the people who brought you Hellcats over the Pacific, A-10 reaches a new level of realism with an advanced physics model that accurately simulates aerodynamic behavior and rigid body motion. Everything, from the whine of SAM's on your tail to the smoke following a damaged opponent on his way down, is highly accurate. Even flying below 100 feet gives you a better chance of avoiding radar locks and if you use chaff at this altitude, you can even break a lock. The terrain includes both natural and man made geographic features such as valleys, cliffs, bridges, buildings and dams. Everything's here from flowing waterfalls to transitions from daylight to starry night.

Not too long ago, a demo of A-10 was released, to give a taste of what's to come. There have been some major improvements incorporated into the released version that really polish the game. The release includes not one, but two 40,000 square mile theaters of operation (Redflag & Germany), each with multiple mis-

A-10 ATTACK!

Publisher:

PARSOFT

101 West Renner Rd., Ste 430, Richardson, TX 75082
214-479-1340

Developer:

PARSOFT

Development team:

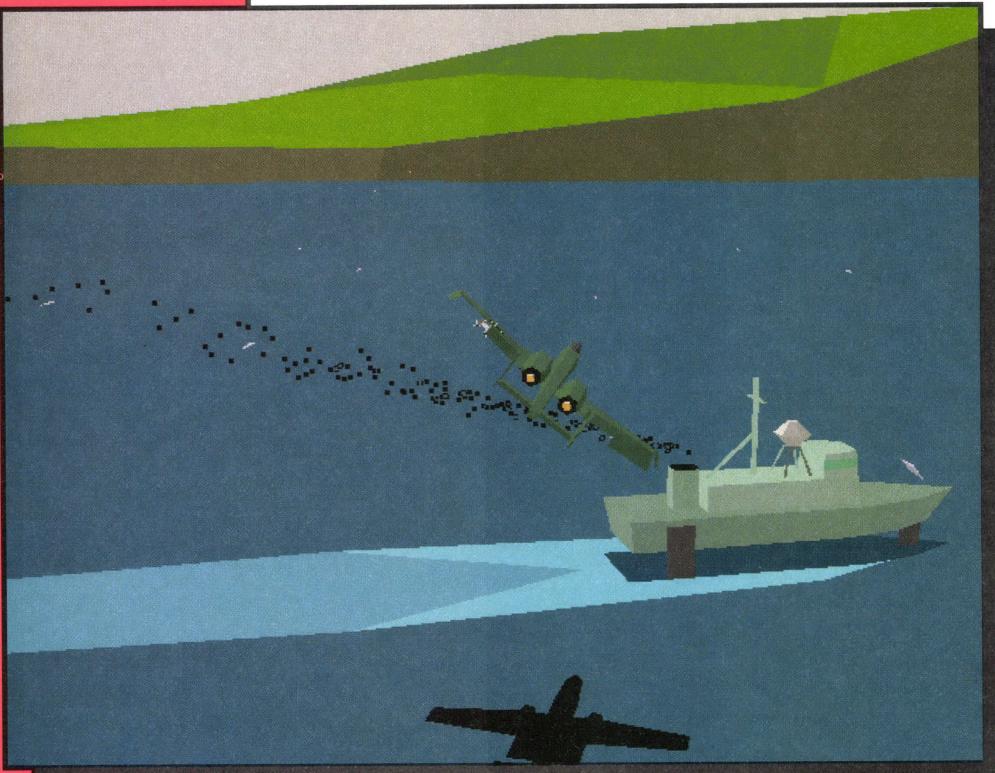
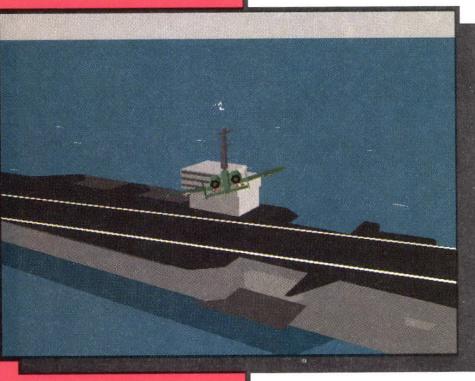
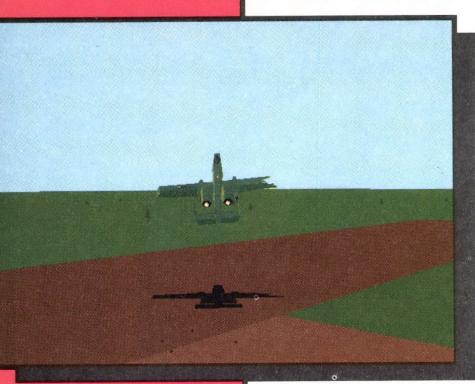
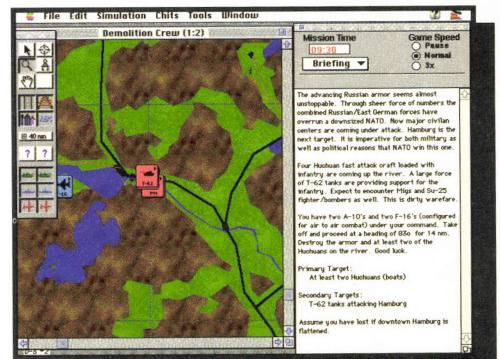
Eric Parker: Chief Programmer

Todd Hartmann: Cockpit & Sounds

David Burkhalter: 3-D Models & Database

Paul Curtis: 3-D Rendering & Box

sions. There are 4 training, 2 Quick Start, and 8 Germany missions. You can choose to simply jump right in and experience the joys of flying the world's ugliest and most heavily armored assault plane, or you can choose one of the existing missions that requires strategic planning, similar to strategic war games in that you can control the placement of naval ships, tanks and other aircraft by setting way points and even externally "visit" both allied and enemy crafts. Imagine – you can order some F-15 Strike Eagles to give you air-coverage, some F-16 Fighting Falcons for extra ground support and fly multiple A-10s with different pilots! Currently, you can only pilot the A-10's, but it's been reported that the A-10 is actually just the first in a series of modules. I would really like to try flying a Harrier or even take command of a tank! The A-10's can be equipped with multiple weapons systems including Mavericks, Hellfires, Clusterbombs, Sidewinders,



Virtual Mac



MISSIONS

Prelude To War

The Russian economy has collapsed. There are no jobs and even less food. The communists regain control to the chants of "Things weren't really all that bad".

Bolstered by the success in Russia, the former East German elite decide to try the same in Germany. Unfortunately, things have improved since reunification. Draastic measures are required. Russia will help: an East German Underground is formed with one goal - bring Germany back into the communist fold.

The Underground is stockpiling supplies in preparation of the coming Russian invasion. A fuel dump has been discovered in an old tin mining pit. Destroy that dump!

ACCEPT

Germany Training

Prelude To War

Retaliatory Deckhands

Marauding BMP's

Antennas Armed

Deserted Cities



A-10 Thunderbolt II

Weight 35670 lbs.

Air to Air

Fuel (x1000 lbs)

AIM-9L Sidewinder

Cancel OK

Durandals, optically guided bombs/missiles, HARMS, and retarded iron bombs.

You can play on up to three displays at the same time at the maximum resolution on monitors as large as 21". The full install only uses 11mb of disk space, which is not bad for a game of this complexity. It comes with joystick settings for Thrustmaster, FlightStick, Questick and MacFly. The manual is clear and concise and covers all the necessary information well.

The game is not fully Power Mac native, nor is the multi-player networking option cur-

rently working. Those two missing features are quite easily the most disappointing thing about the game (there is a network button in the game, but it doesn't do a darned thing). Parsoft has, however, included the PPC VBE plug-in, which speeds up the game on Power Macs to about the speed of a top-of-the-line 68000 based Mac. VBE stands for Virtual Battlefield Environment, and basically means that adding new missions and graphics is as easy as dragging a file into a folder. Fear not, assurances have been made that they plan to release a fully native version with full network play in the not too distant future, along with new VBE's, and I wouldn't be surprised at all if a VBE editor pops up as well.

You can tell right away that this is a quality game... it's the little things that really make it good, like being able to assign not only names, but callsigns to pilots and, when you complete a mission, it tracks your ribbons and medals and their data, so you know when you earned the ribbon or medal, how many points you got in that mission, etc. This is one cool game!

PILOTS

NEW PILOT

HIGH SCORES

DELETE

Lt. Ron Dimant

Lt. Dean Woodbridge

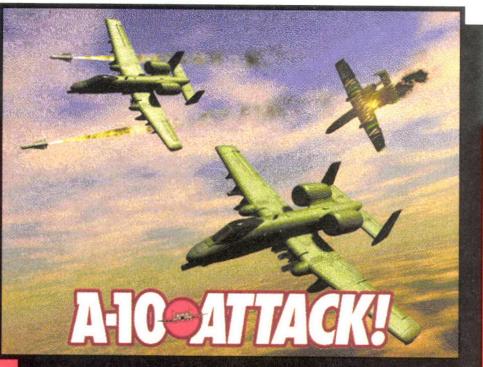
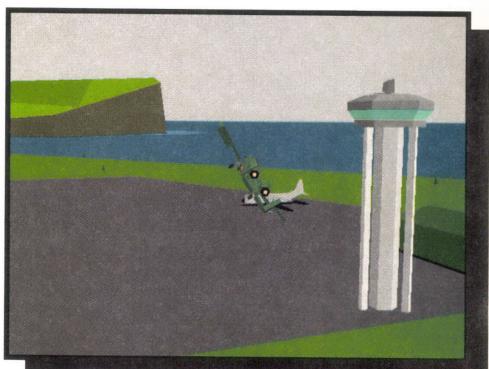
Lt. Dave Burkhalter

PILOT

KILLS

RIBBONS

MEDALS



3

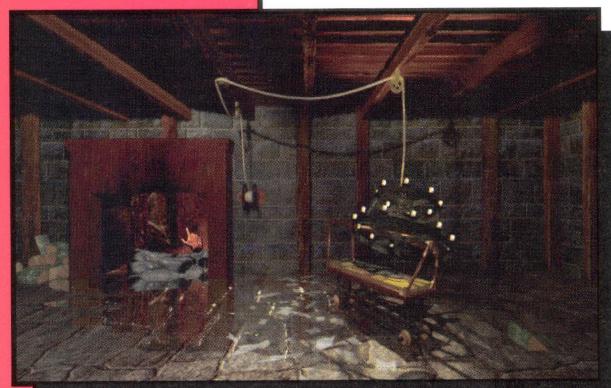
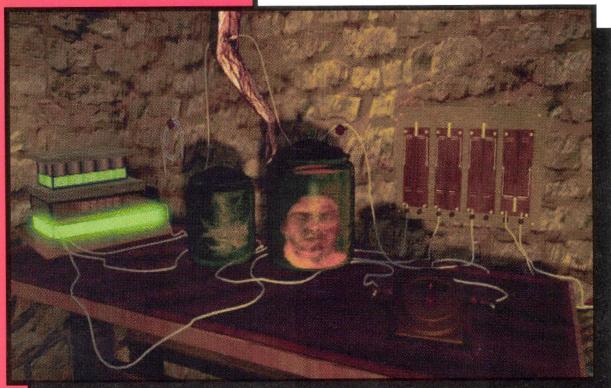
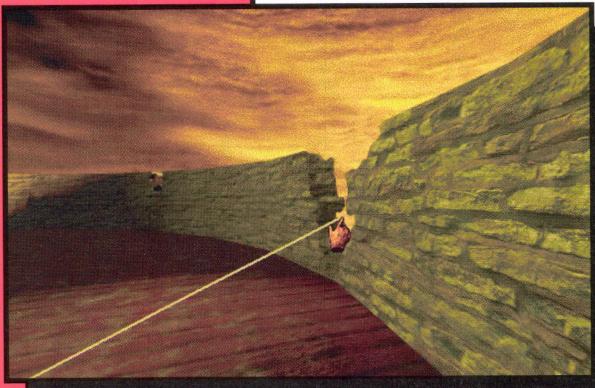
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91%



PARTS IS PARTS

TIM CURRY GETS ALL THE BEST PARTS. by Tim Lindquist



Frankenstein: Through The Eyes Of The Monster is yet another interactive multi-media adventure, or what I like to call "interactive-finger" game. Ever since the mainstream media decided it was très chic to fling around multi-media buzzwords, software developers have been scrambling to produce games that would fit the previously mostly-fictional category, and interactive-finger games, or variations thereof, are what they've come up with. With few exceptions, what they actually present to consumers is exciting in concept, but about as much fun to play with as a soggy towel.

Fortunately for MacPlay, they have an exception on their hands with *Frankenstein*. It takes a lot of time and thought to put together an interactive-finger game that's truly entertaining. The graphics have got to be absolutely first rate, or you'll completely lose the illusion of "being there". The graphics in *Frankenstein* are so beautifully rendered, you won't believe that they're not real. It takes real talent to render graphics on a computer that don't look like com-



puter graphics, especially when what you're rendering isn't supposed to look futuristic. Next, you've got to have a storyline that's interesting and believable enough to make the player want to keep playing. *Frankenstein* has both. Tim Curry is just the right shade of sinister, the voice acting is professional and convincing, and most importantly, the tasks you must complete to reach your goal are not excessively easy to complete; yet they're still challenging and interesting enough to drive you onward.

FRANKENSTEIN

Publisher:

MACPLAY

17922 Fitch Ave., Irvine, CA 92714
714-553-6655

Developer:

AMAZING MEDIA

Design team:

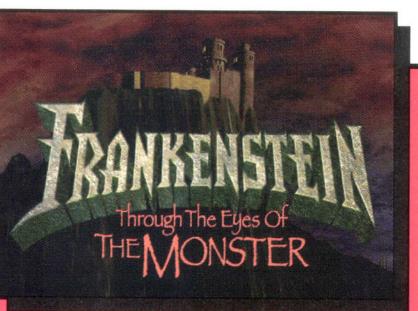
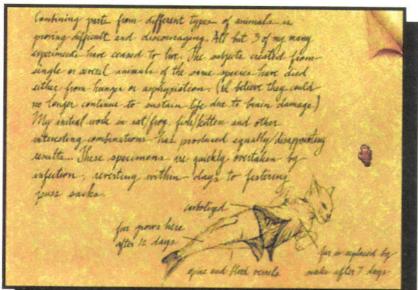
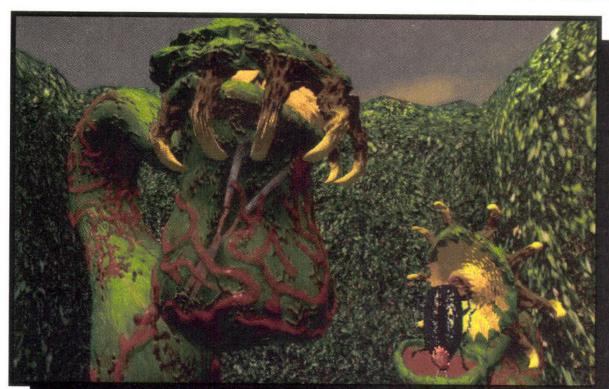
Keith Metzger: Producer/Creative Director
Paul Taylor: Art Direction
Phil Kikkelsen: Game Design
Norm Badillo: Game Design
Ian Brown: Programmer

The game starts with you staring up at the demented Tim Curry who is obviously quite pleased to see that you're alive, and in celebration, takes a shot of joy-juice in the neck. While it's normally a good thing to wake up and find yourself alive, in this case your last memories are of a mob tearing you to pieces after being strung-up by the neck. Upon close inspection of your condition, you discover, much to your chagrin, that you're not really all-there. You're now a mish-mosh of miscellaneous body parts sewn together in a decidedly gruesome manner, some of which are not even of your original gender!

Naturally, the storyline revolves around you finding out how you got into this messy state, and you soon discover, via documents carelessly left out for you to find, that the good Doctor has quite a bit more than just the unholy surgery



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to answer for. You will take a trek through Frankenstein's castle following twisting passages, secret rooms, garden mazes, mines, and even underwater settings. During your adventures, you'll steal the Doctor's secrets of reanimation, you'll slay octopi, face man-eating plants, and you'll even run an ore smelting facility. An epic adventure indeed, yet not too closely based on any of the previous incarnations of the Frankenstein story, which, to me, is a good thing.

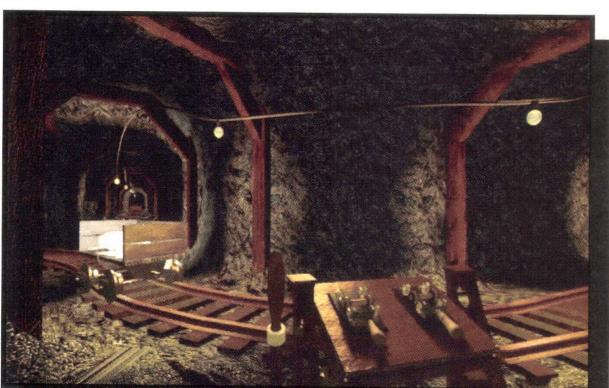
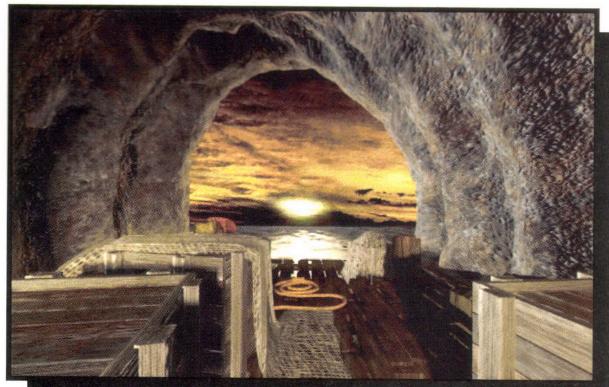
My complaints are few, the largest being that the technology used to drive the game is a bit dated. The game borrows heavily from Myst, where the playfield is mostly static with an occasional animated object or animal, and when you move from location to location, the next screen suddenly materializes into existence. While that in itself is not necessarily a bad thing, you have to consider that, when Myst was new, Power Macs were just a twinkle in Apple's eye. With the power and new technologies available now-a-days, it would have been nice to see this title take advantage of such advances as Quicktime VR or full-motion animation from place to place to make the environment even more realistic. Even Jewels of the Oracle animated from scene to scene, and MS-DOS gamers have been enjoying awesome games like Dragonlore and Lost Eden that have almost totally animated 3D environments for quite some time.

Never the less, you'll find that Frankenstein will keep you entertained for a long, long time. The game is absolutely huge, and makes up for what it lacks in technological advances with sheer volume of puzzles and places to visit. Even the most seasoned gamers will find themselves planted in front of their screens for weeks. Keep 'em coming MacPlay!

3

85%

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STEP INTO THE FUTURE, FALL BACK IN TIME

AND GO ON A JOURNEY THAT'LL BLOW YOUR MIND! by Catherine Anson

Want to time travel? Buried in Time: The Journeyman Project 2 lets you do that and a whole lot more. From the opening credits and throughout the rest of your journeys, you'll experience time travel and adventure. All is not just fun and games though; you'll need to use your brain to interpret clues, gather information and eventually solve problems. A good majority of the clues are hard to find. This is no snatch and grab. You have to put forth an effort to figure this stuff out.

The story begins in a futuristic looking living room (yours) wherein you are confronted by (of all people), you. Actually it's a future you, or you from the future. You tell yourself about an incident whereby you are in big trouble. You are falsely (of course) accused of altering history and the only way to redeem yourself is to travel through time and clear your name. You give yourself some basic information about the circumstances surrounding your troubles and also receive the all important jumpsuit. The jumpsuit hurls you ten years into the future where things really begin to get interesting.

When the hurling ceases, you'll be in what is known as the Environ Room. It looks like what the average spaceage room would probably look like; neat, clean, efficient. At this point I was kind of looking for someone, other than myself, to chat with. Look hard for the clues that will assist you and let you proceed. The Environ System Control Panel is a valuable item to find. You should suck up all the information you can from it; listen carefully or you'll miss a lot of important stuff. There are also other very important facts to be found in this room which help move you along.

Once you've acquired the time jumping capability, you're on your way. Jumping is fun and not too difficult. Read the briefings though because there are clues in them too. When you jump, you can fling yourself into any one of four separate and distinct environments.

Farnstein Lab is one. This place is really spacey. It is reminiscent of things trekian. A space station/lab of the future. Don't expect to drift right in, you must use the correct access method which you should have learned from previous clues if you paid attention and pieced them together correctly. Once inside it's no picnic either. You're spinning around, running out of oxygen and you can't find the right door to enter. I wonder if Neil

JOURNEYMAN PROJECT 2: BURIED IN TIME

Publisher:

SANCTUARY WOODS

1825 South Grant Street, San Mateo, CA 94402

415-286-6000

Developer:

PRESTO STUDIOS

Development team:

Greg Uhler: Lead Programmer

Victor Navore: Conceptual Designer

José Albalil: Lead 3-D Modeler

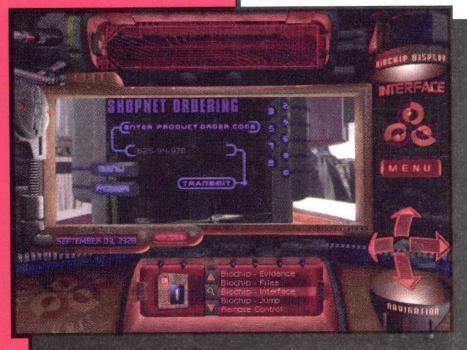
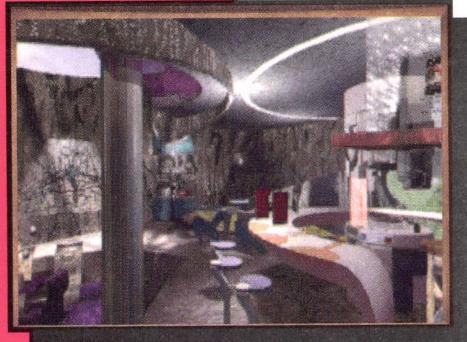
E.J. Dixon III: Art Director

Michel Kripalani: Producer

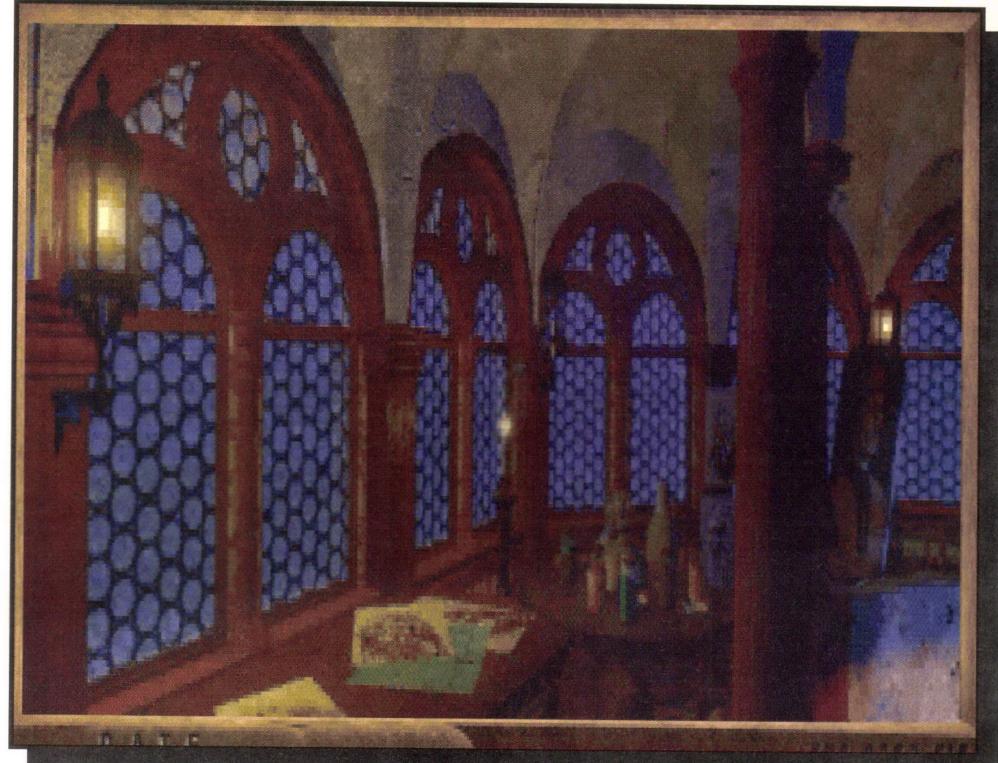
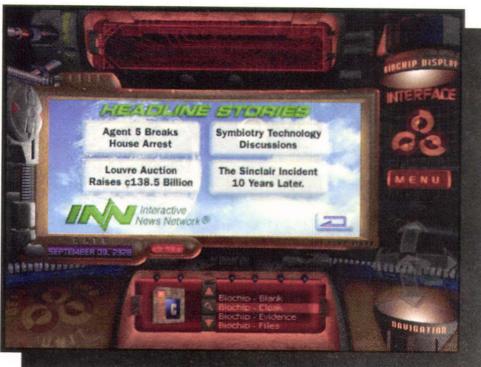
Armstrong had such problems. Anyway, once inside, find more clues, info, etc. Oh yeah, listen to Arthur, he'll be your new best friend. Then you must really begin to use your brain. Good luck.

Another jump you can make will land you in the Chateau Gaillard. This is Richard the Lionheart's castle. You are deposited on the roof. There is a mission to figure out and solve here too. This 'zone' is complete with tower, parapets, a town with a blacksmith's room, a moat, dirt, and everything. Very realistic, I think. A very homey/folksy town. Be very alert along the way because many of the clues are not easily noticeable. You can get assistance from your trusty Biochips and, of course, Arthur, but still, keep your eyes open. You should explore thoroughly and enjoy the scenery. The inside of the castle is as realistic looking as the outside. You get to see the king's bed chamber (look out) and the study. Read, look around, and zoom in on stuff, too.

If you're not too "jump-lagged", another place



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to visit is Chichen Itza. Here you land on top of an ancient pyramid. After walking around the outside, looking at the paintings on the walls and finding no way down, the suggestion would be to go inside. Hint: your Translation Biochip comes in very handy in here. Now, I'm not telling you what to do, but check everything out! Read everything and get from it what you can. You'll need it! One thing leads to another and if you're lucky, you won't stay too long in one place ... but don't count on it. There are other avenues to explore and have fun trying to figure out how to get to them.

Last, but certainly not least, and I don't believe you have to visit these places in any particular order, is DaVinci's Studio. A short lesson in art history can be gained here if you're interested. Again, this looks like it can pass for what DaVinci's studio may have really looked like. Paintings, brushes, and an old world feel to it. Step carefully while you browse. Trying to get out of this tower room takes some finesse but as with anything, you must strive forward (or actually downward). If you do get out, stroll through the courtyard. Then, if you are still willing to go on, and have found the right items and clues, check out the study and everything else

in this 'world'. You have to experience it yourself.

Buried in Time, it seems, is what the illustrators of the Journeyman Project 2 must have been in order to obtain such a realistic look for this adventure. Although I don't know how it's done, the drawings used to create the graphics seen on the screen are terrific. They are amazingly authentic and look like creations which could be used in full length feature animations such as the town in Beauty & The Beast. The design team must have been buried in research too because each of the four locales seem extremely realistic. If they're not historically correct, these people are so good that they make the places look as if they were a part of actual history. The InterNetwork News stories are something you would expect to see on your own local news channel and the commercials are just as silly.

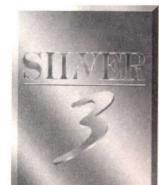
Playing the game itself is more difficult than the average first-person adventure. The clues aren't as easily found and the hints, although existing, are even vaguer. There is no speeding through this game. You need to pay attention to detail. Notice and 'file' everything, and then clear your calendar because this may take a while.

And, oh yeah, don't forget to enjoy the view along the way.

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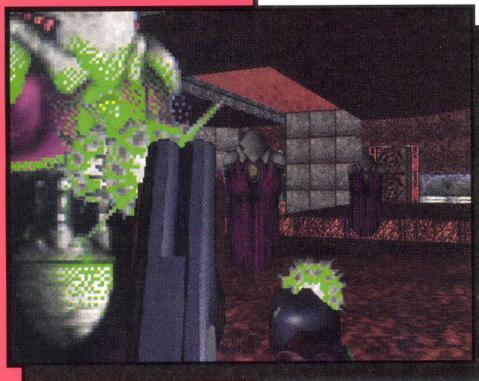
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SEND MORE MARATHON!

BUNGIE ANSWERS THE CALL OF THE MAC GAMER. by Tim Lindquist



Surprise, surprise! The last thing that we heard from Bungie is that they would be releasing a few additional levels for Marathon; and then, from out of nowhere comes a three-level demo of Marathon 2! I love it! Apparently Bungie decided: what the heck, let's just put a little extra effort into the new levels and call it Marathon 2! People will die! Well, they're right. Mac gamers are going bonkers trying to get their hands on the demo which, so far, has only been available from Power Computing (of Mac clone fame) on a special demo disk being passed out at the MacWorld Expo in Boston.

So, what's new in Marathon 2? Everything you'd expect, of course! There are new enemies, most of which you can see in these screen shots. There are new weapons, including Doom-style shotguns (one for each hand!), new environments, including underwater and under-lava and new, more aggressive "Bobs", who run around like lunatics taking out enemies all on their own. Your ears will be treated to new ambient sounds, like flowing water and machinery in operation, that employ "real-time stereo tracking", which means they get louder as you get closer to them. The on-screen format is a wider-format play-screen in which the energy gauge, inventory, etc., is placed at the bottom 1/3 of the screen giving you the entire width of the remaining 2/3 of the screen for gameplay. However, there's still no word as to whether there will be indicators of any kind, in full-screen mode. Currently it's the same as the original. Personally, I'd like to see at least a small strip at the bottom or, even better, an inconspicuous transparent life/ammo gauge in one corner. In general, M2 has been given an all-around facelift, with existing weapons being re-drawn and more lighting

effects. The screen shots, shown here, are from the "pre-demo" MacWorld version, so many of the graphics like the outdoor backgrounds and the original Marathon enemies are "placeholders".

At the Expo, Bungie was showing off some wild new variations of the multi-player modes,



which included the temporarily titled "Smear the Queer", where everyone attempts to brutalize whichever unlucky sod has got the "ball" (actually a skull at the Expo), and "King of the Mountain", where one person has to stand in one spot while everyone else tries to knock him out of it. The original Marathon, arguably, had the best network play of any of its competitors and these new modes sound like more fun than people should be allowed to have with a Macintosh.

Be sure to stay tuned to this section for the latest poop on this and all the other hot Mac titles being released this year!

Virtual Mac

MARATHON 2: DURANDEL

Publisher:

BUNGIE

P.O. Box 7877, Chicago, IL 60680-7877
312-563-6200

Developer:

BUNGIE

Design team:

Jason Jones: Designer/Programmer

Ryan Martell: Programmer

Alain Roy: Programmer

Robert McLees: Art & Graphics

Mark Bernal: Art & Graphics

Special Preview!

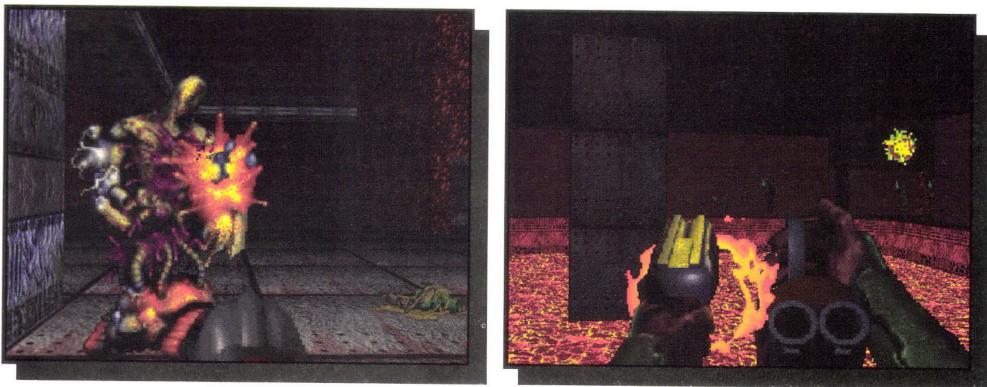
Virtual Mac

A-10 ATTACK!



From the developer of "Hellcats over the Pacific" comes the most realistic flight simulator for the Macintosh: A-10 Attack! Unique features include an advanced physics model that accurately simulates aerodynamic behavior & rigid body motion; moving control surfaces; 40,000 square miles of rolling terrain with canyons, cliffs, waterfalls & dams; interactive cockpit gauges and buttons; tactical mission planning map; So take on the best that modern day warfare can throw at you in the world's toughest and ugliest airborne assault vehicle, the A-10 Warthog. Now available everywhere!

ParSoft International • 101 W. Renner Road, Ste. 430 • Richardson, TX 75082 • 214/479-0937



BALLZ

Publisher:

PANASONIC

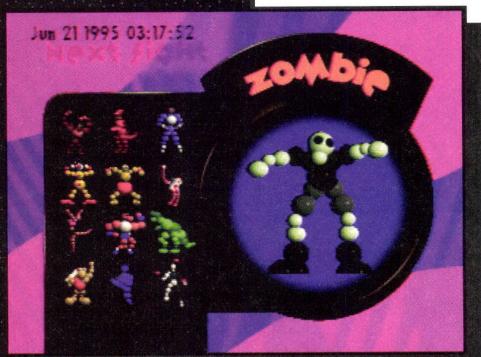
4701 Patrick Henry Dr., Suite 1101, Santa Clara, CA 95054
408-653-1888

Developer:

P.F. MAGIC

Design team:

Jonathan Shambroom: Producer
Keith Kirby: Design & Concept
Les Hedger: Lead Programmer
André Burgoyne: Shell
Joel Dubiner: Sound



BATTLE OF THE BALLZ

PURE, RUDE, AND SIMPLE, AND WE *LIKE IT THAT WAY!* by Gregory Off

Good fighting games are becoming tougher to come across these days. It seems everyone wants to throw their hat into the ring and capitalize on the "fighting craze" that was produced by such blockbuster titles as Street Fighter II and Mortal Kombat. By just looking at the sheer number and variety of games that have been released since the inception of this category, it's easy to see that there is little room left for originality. Just having two standard bitmapped characters on a flat, horizontal scrolling background doesn't do the trick anymore. What it really takes is something new and innovative to warrant a purchase from today's casual gamer, and P.F. Magic and Panasonic Software are betting they have that "something special" for the 3DO with "Ballz: The Director's Cut".

What Ballz does, is veer away from the traditional fighting game, by taking the tried and true formula of combining addicting competition and easy executable moves with a huge dose of wickedly slapstick humor and a unique, three-dimensional graphic engine comprised of - you guessed it - Balls! (or in this case Ballz).

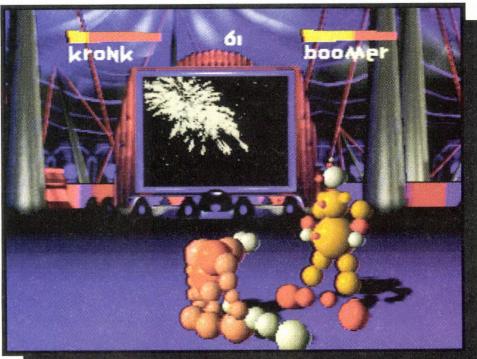
Now some of you might recognize Ballz from either the Super NES or the Sega Genesis. And yes, this is basically the same game, but keep in mind you're playing on a powerful 32-bit 3DO, not a meager 16-bit platform. Every aspect of this version has been greatly enhanced from the shiny hi-res graphics to the CD techno soundtrack. Two of the major differences you will notice right away are the game's raunchy nature and the inclusion of a new character named "Zombie". The folks at 3DO weren't so worried about censoring out a little profanity or racy content. This is mainly due to the system's older demographic and is also where the term, "Director's Cut" comes into play - P.F. Magic was able to include everything left out on the editing room floor that Sega and Nintendo didn't approve of. The result is a much funnier and more entertaining version.

Each character in Ballz is comprised of a series of spheres (hence the title) that animate independently of each other (giving them a strong resemblance to that happy tire guy, the Michelin Man). Almost all of the special moves are pulled off by doing certain pad and button combinations and, unlike some other 3DO fighting games, (I won't mention names because we all know about Way of the Warrior) every move can be pulled off with-

out a hitch. The only thing that isn't standard about controlling the various characters in Ballz is using the 'C' button for jumping. If you're like me, and are accustomed to playing fighting games, 'Up' on the D pad is the usual means of jumping. But this certainly isn't a hindrance and only takes a little time to get used to.

Along with their own set of special moves, each character has his/her/its own personality and temperament and some of these special moves in Ballz are really funny if not downright hilarious. One of my favorites is Bruiser's special throw. In this move, he grabs his opponent, swings him back and forth gaining momentum, and on his last swing backwards, he lets go and then looks at his hands as if to say, "where did he go?" Meanwhile the poor sap is laying in a crumpled mess on the floor behind him. In addition to these moves, all of the characters have the abilities to morph into any of the other fighters as well as regain health by begging for mercy and taunt to increase the damage you can inflict.

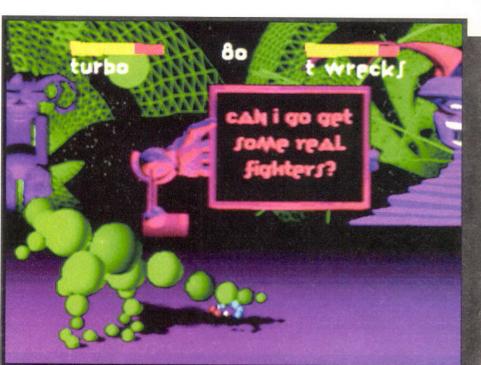
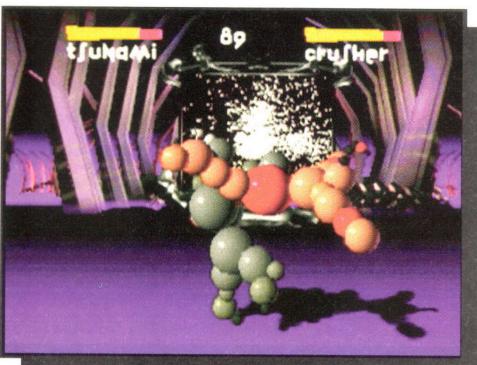
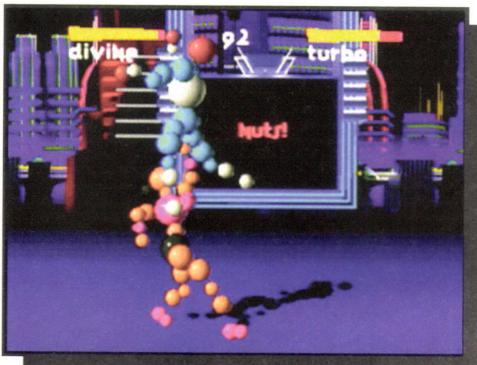
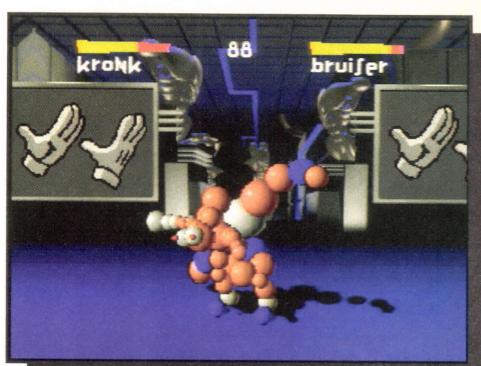
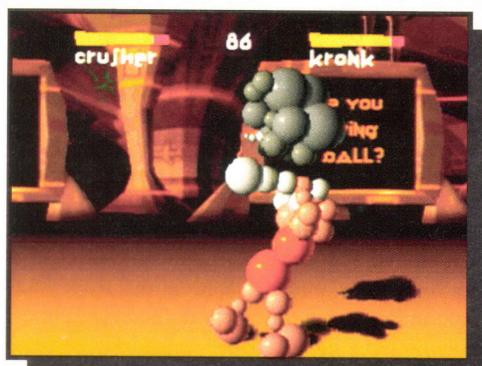
The fighting is carried out in a variety of three-dimensional arenas where your character can actu-



THE



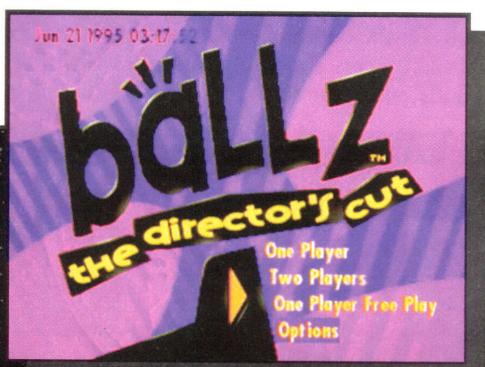
ZONE



ally walk into and out towards the screen. Be sure to watch for the rude and nasty comments and animations on the scoreboards in the background as they provide comic relief during the rounds.

To wrap this article up, I would like to say Ballz: The Director's Cut is a highly original, completely entertaining, wickedly funny, and downright nasty fighting game. P.F. Magic has combined the best of conventional fighters and then added all sorts of humor and graphical special effects. This title not only compliments the already outstanding 3DO software library but is a must-have for non-fighting and fighting fans alike.

Ballz: The Director's Cut is a highly original, completely entertaining, wickedly funny, and downright nasty fighting game. P.F. Magic has combined the best of conventional fighters and then added all sorts of humor and graphical special effects. This title not only compliments the already outstanding 3DO software library but is a must-have for non-fighting and fighting fans alike.



3

89%



ZHADNOST

Publisher:

THE 3DO COMPANY

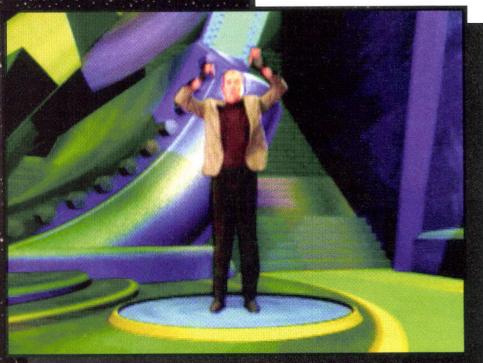
600 Gavelston Dr., Redwood City, CA 94063
415-261-3180

Developer:

STUDIO 3DO

Design team:

Jim Eisenstein: Designer
Kurt Kaufman: Art Director
Jay London: Technical Director
Heather McDonald: Director/Absurd
William Waldner: Writer



THE PARTY GAMESKI

ZHADNOST HAS YOU ON A QUEST FOR BUBKUS by Eric Winding

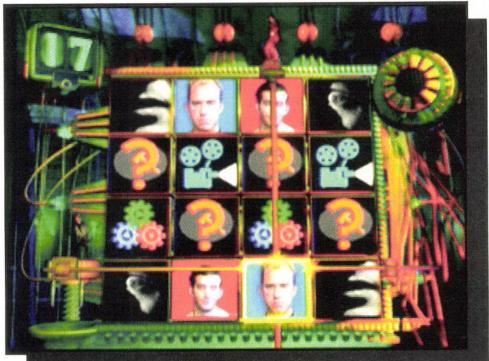
Whoa, comrades, a new party game for your 3DO has arrived, and it may be more demented than Twisted, if you follow the party line. The object of the game is to be the contestant with the most "bubkus" at the end of the gameshow, and thus you will be granted "deportation" from your home in Bizzarnia to the capitalistic society of the USA. Zhadnost allows up to four gamers to compete at once, with a minimum of two players being required.

A little background information may help to set the mood of Zhadnost before actually playing - here it is! The obviously Russian-esque theme of the game is apparent from the title to the story line, and is loaded with purposely stereotypical contestant attitudes and symbols. For instance, instead of the ol' sickle and hammer routine, the symbol of Bizzarnia is a question mark with a hammer in it - in red and gold, of course.

The contestants have the sputter of broken English that we Americans find so humorous, along with names like Vladimer, Ludmilla, Ivana, etc. The host of The All New People's Gameshow is Bob Blini, former head of the rebel movement that just overthrew the Bizzarnian government. He replaces the host of the old Gameshow, Comrade Host. The old Gameshow had wonderfully challenging questions like, "What is the preferred method of harvesting cabbage on the people's farm?" The correct answer, of course, would be, "I am not at liberty to say". Obviously, Bob thought that Western game show ideas should be incorporated in his new program, and that the old people's gameshow should be "goneski". And thus, with the communist government being overthrown, the next step towards creating democracy and freedom for all Bizzarnians would be to create the All New People's Gameshow.

Now that we've gotten the history lesson out of the way, it's time to look into the heart and soul of Zhadnost, the gameplay itself, to see if there is reason to continue. First of all, each player chooses his or her digital counterpart, although the selection of one over the other will not increase or decrease your chances of winning. Sorry, you WILL be held responsible for your answers. The choosing of a player simply allows for identifying your character during the course of the game, as well as the ending, should you be the winner. Each character (Ivana, Vladimer, etc.)

has their own reason for wanting deportation to the United States. One wants



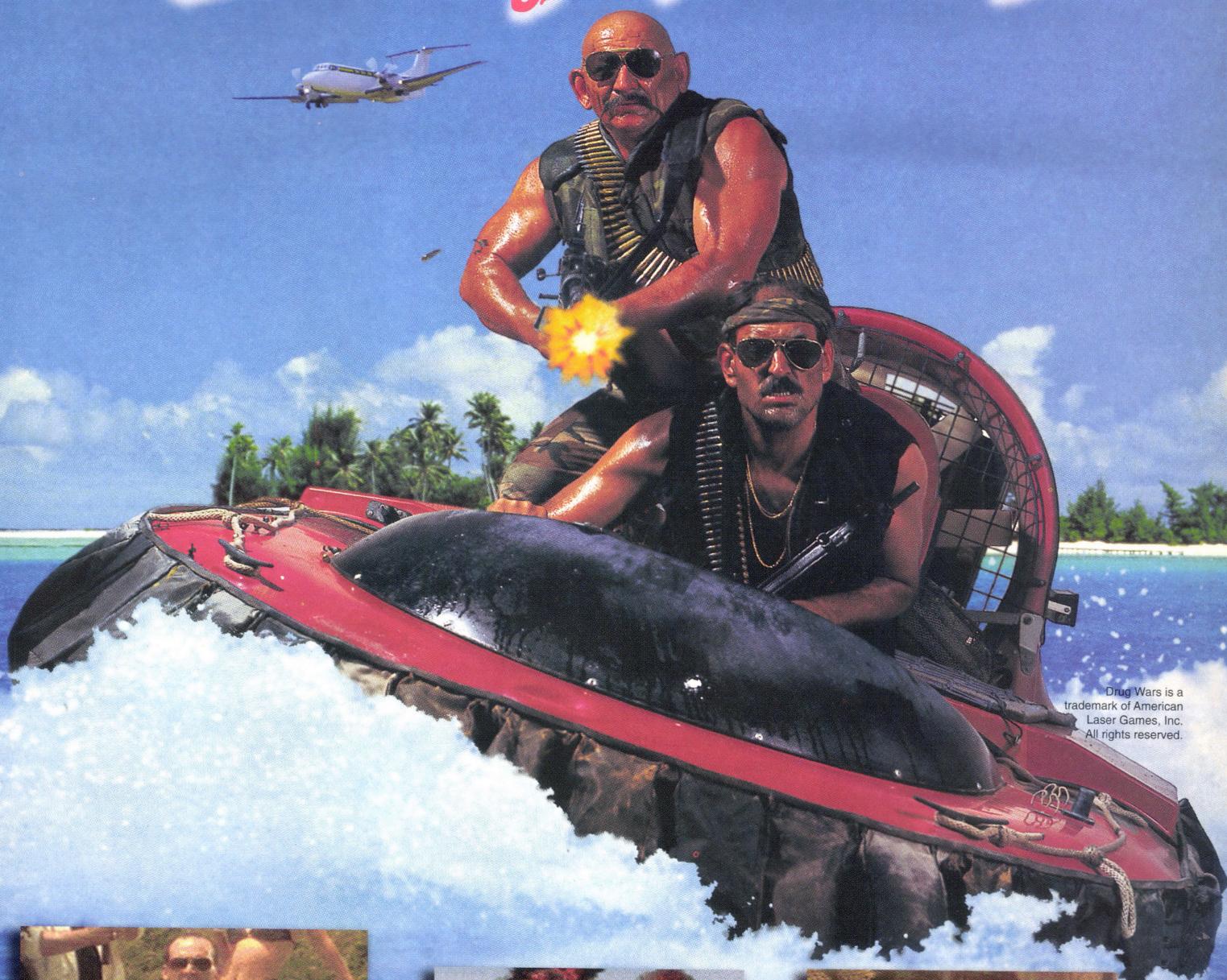
to be president, another wants to be a fashion designer, and yet another longs to be the next Robin Williams. The personalities are in the game to give the characters a reason for being on the show, but not to influence the winner of the contest. That being stated, pick a player, any player! The game itself is made up of three different rounds, with each round having four scoring opportunities. The scoring in Zhadnost is done in actual time. Players try to win seconds (determined by three spinning gears with numbers) that are given before the start of each scoring opportunity, or contest. The contest to be played is determined on a 4x4 grid, with each of the 16 selections representing one of four contests. There are also grids with the players' faces on them. If, after ten seconds, the grid with your picture or your opponents picture is highlighted, then that person wins automatically - no contest will be chosen. You and your combatant determine the grid to be highlighted, as one controls the x-axis and other the y-axis. As you can see, there is strategy right from the start, even before a contest can be selected! Speaking of the contests, you can choose from 'Propaganda' - answering trivia questions, 'Eye-spy', a concentration type match the pictures game, 'Lip service' - concentration with sounds, 'Yankee stooge cinema' - a slide the puzzle piece into the correct position to create a picture type of game, and 'Troika', a match the three most common objects together type of game. The winner of each contest receives the seconds that were chosen prior to the start of the game, and those seconds are added to the players score up to that point. At the end of the four contests, the contestants go to the 'Money-go-round', where the player is allowed to hop on circles (1000 bubkus each) for the duration of the time won (i.e., 33 seconds). This approach continues for three rounds, after which the player with the most

THE



ZONE

Drug Wars™



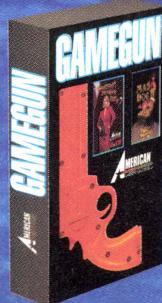
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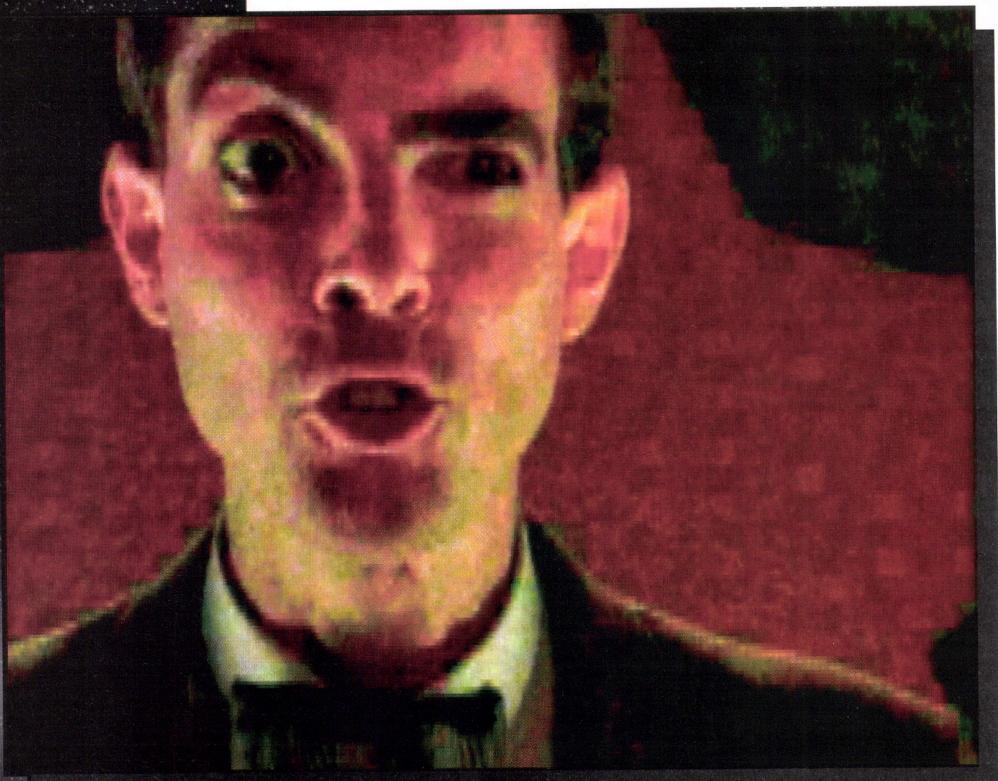
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The Arcade Smash Hit by

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bubkus wins, and thus is allowed to be deported.

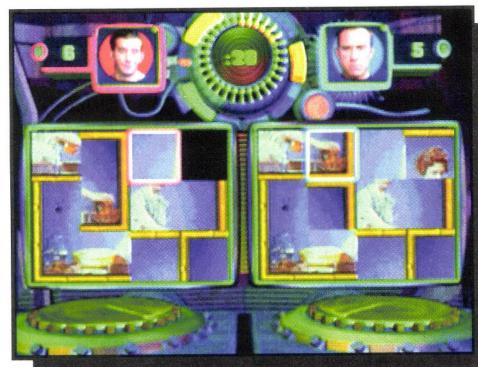
Zhadnost has a very '50's, early '60's Cold War feel to it. There are commercials between each round, which are snippets from actual commercials from that time period. Lots of public service announcements about radiation effects and nuclear fallout, as well as other strange topics and concerns that were dominant during that era. The music also has a '60's feel, kind of like the generic go-go or beach music that you hear from time to time. Actually, I wouldn't have been surprised to hear 'Rock Lobster' from the B-52's - that song would have fit in well in Zhadnost.

My lovely assistant Jenska and I attempted to figure out the target audience for Zhadnost, but had a difficult time pinpointing an exact group. For two player use only, this title may not have a long game life; but as a party game, Zhadnost could be a regular event. Because of its relatively limited gaming appeal, an 82% seems more than justified. However, the game does have a certain charm to it - just think, no more Charades or Pictionary - just whip out the 3DO (and two controllers) and have an entertaining night with The All New People's Gameshow.

Contestants
not included.

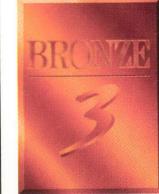


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82%



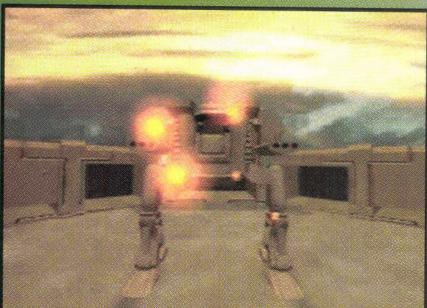
Mazer

TM

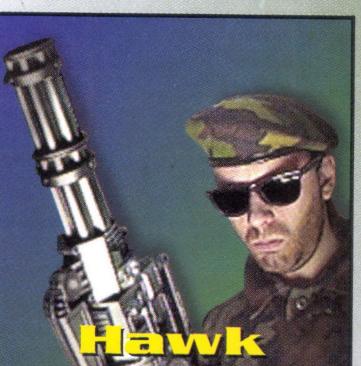
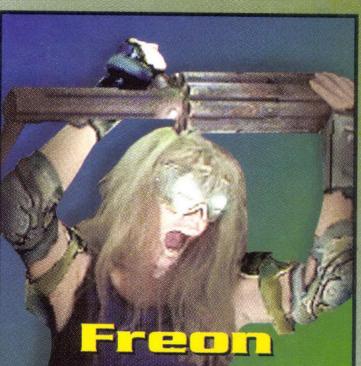
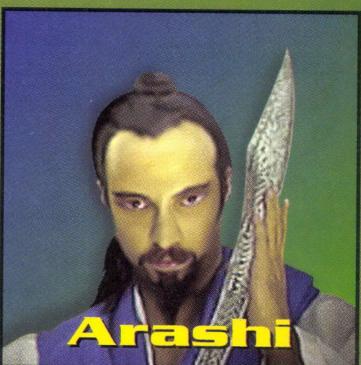
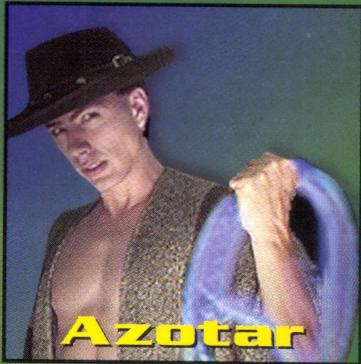
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The Strategy of a Maze Game

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3 DO

4801 Lincoln Rd • Albuquerque, NM 87109 • (505) 880-1718

SPACE HULK

Publisher:

ELECTRONIC ARTS

1450 Fashion Island Blvd., San Mateo, CA 94404
415-571-7171

Developer:

KEY GAME

Design team:

Nick Wilson: Programmer/Design
Mike Richardson: Programmer
Andy Jones: Graphic Design
Adam Pracy: Music & FX
David Amor: Producer



BLOOD AND GUTS EVERYWHERE...

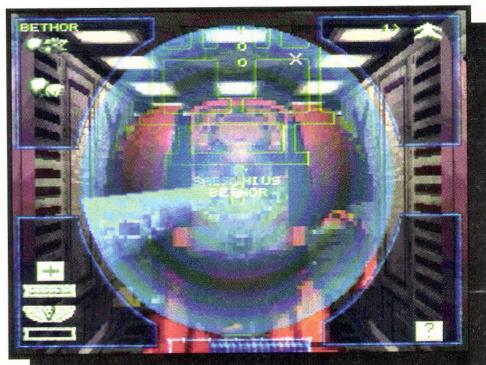
WHO'S GOING TO CLEAN THE WALLS? by Eric Winding

Your 3DO is going to get dirty, real dirty! But hey, you won't have time to worry about that, let alone clean it up! There are Genestealers all over the place, and they're relentless - not to mention twenty times quicker than you are, in that cumbersome Terminator suit. The Genestealers are akin to the Raptors from Jurassic Park, except that these guys have a pair of claws AND a pair of hands to go along with the pair of hooved feet that move them ever so swiftly. These nasties are the mainstay of Space Hulk, a new game coming out from Electronic Arts that is based on the Amiga and PC games of a few years ago. The 3DO version takes full advantage of the machine's prowess in all departments and transforms the experience into a blood bath unlike anything you've encountered to date.

And why is that, you ask? You've played the Dooms, the Rotts, and the Dark Forces of the gaming world, so what's the difference, right? Well, no! There are numerous points I could make to substantiate the claim, but I'll settle on two of them: strategy and "the total package". Space Hulk, as noncommittal and generic sounding of a title as it may be, is in no way, shape or form, a straight ahead, blast the crud outta everything that moves, style of game. Played in this fashion, the average game length is... oh... 30 seconds. You have got to move precisely and with caution, and never too far at a given time. If you do, the Genestealers will surround you before you know it and you'll hear a scream emanate from your body; then, "you have been killed" will echo through the chambers. Fortunately for all of us, expert gamers or novices, there are numerous training levels which to hone our battle skills. You will be well advised to adhere to the "slow and steady" mindset, if you want to succeed in Space Hulk. The games begin innocently enough, with a set of objectives to be met, described before each session. This is the first part of planning your attack. If the mission is a solo one, you against the world, be sure to analyze the best route to the exit and do not be fooled into believing that "shortest distance...straight line" theory. It will most likely be the path to Hell! My advice

would be to take the route with the least number of intersections - this way you can limit the opportunities of the enemy attacking from behind. If you get them coming from two directions (or more) you can forget it! It'll be Terminator toast city, baby!

So, what is "the total package", you ask? Fair enough. The total package is every criteria used to measure the worth of a game: graphics, sound, game play, story line, depth, creativeness, and more. Space Hulk has achieved that rare combination of all aspects that make a game both challenging and stimulating. It's kind of vague in description, but I'd say it's almost like reading a book and being able to participate in it at the same time. You are no longer an outside observer - you ARE part of the story, part of the action. This feeling is captured in Space Hulk, I think, by the communication that is continuous through out the mission. All your fellow Terminators are calling out directions like "to your left!" or "Lionus, get out of my way". After one of your soldiers has fallen to a Genestealer you'll hear them shout "This is for Lucious" as they launch their Storm Bolters. All of the chattering and bantering that goes on really makes you feel like part of the team and adds to the "just like being there" feel of the game. "Die scum" and "Go back to the Hell you came from" are sentences muttered, as alien body parts fly across the screen and gallons of the red ooze wash against the walls. Amazing stuff! Heck, wait until you have progressed into the advanced weaponry stages and then you'll really see the fur fly! However, the nasties get a dose more power-

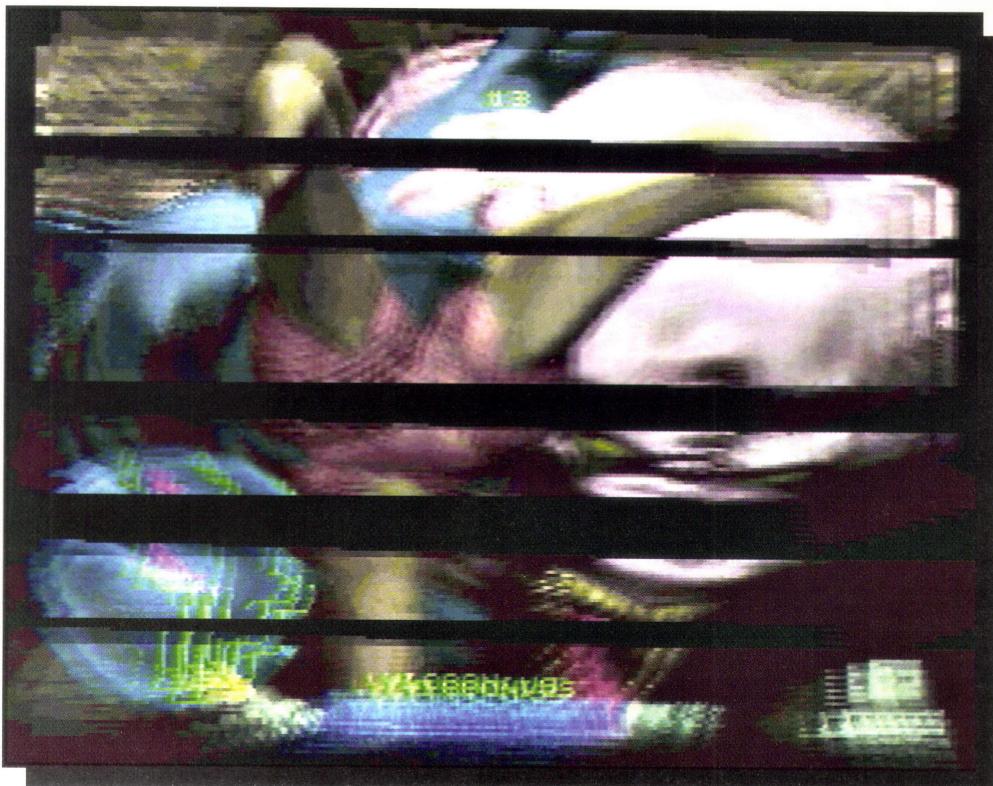


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ful (and more cunning) as well, so you'll have earned any victories that come your way. To paraphrase a line from a real early Happy Days episode, "There are NO freebies in Space Hulk, only death!" - name that episode and win....something. Anyway, suffice it to say that any victory in this game will be a victory well deserved! From the opening sequences inside the Antechamber, to the strapping on of the Terminator suit, and all through the battle zones, Space Hulk is tied together as fine as any quilt Gramma ever made! The gap between passive story telling and active participation is closing in, thanks to EA and Games Workshop.

Electronic Arts has delivered, unto the 3DO community, a cerebral, first person blood fest. No other title on the market can offer the unparalleled cohesiveness of Space Hulk. The game is a "must have" for every 3DO owner and one that will have a shelf life longer than even the best wall cleaning detergents! A 94% is high praise, indeed; but quality of this magnitude deserves the recognition.



3

Electronic Arts has delivered, unto the 3DO community, a cerebral, first person blood fest. No other title on the market can offer the unparalleled cohesiveness of Space Hulk. The game is a "must have" for every 3DO owner and one that will have a shelf life longer than even the best wall cleaning detergents! A 94% is high praise, indeed; but quality of this magnitude deserves the recognition.

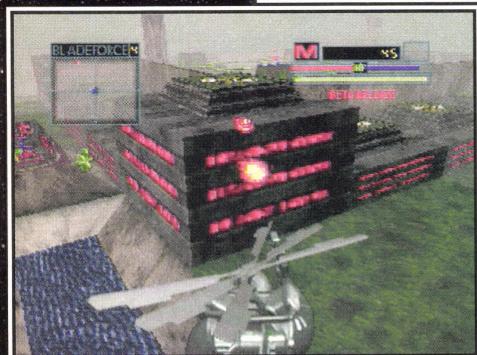
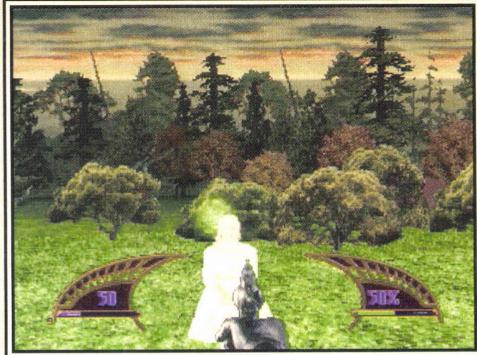
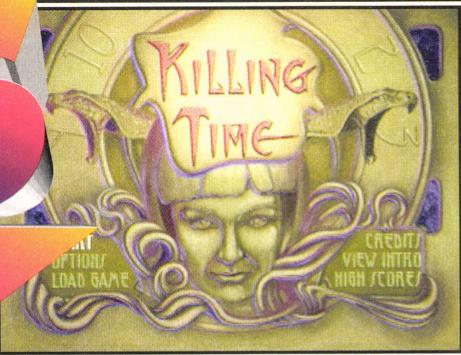
94%



Special Preview!



GAMERS DAY



Man, has my dance card been full lately. It seems every software company has some kind of gaming day or media event that they want you to attend. The purpose of these events is to show off their respective line-up of software for the upcoming quarter - although, plenty of gossip and schmoozing is always to be found. Of all the separate events I've had the pleasure of attending, I would have to say 3DO has been the most memorable.

After a brief meeting with RJ Mical and Dave Needle (co-inventors of the 3DO technology and long-time gaming gurus), we were ushered into the annals of Studio 3DO where we were shown demos of all of their current works-in-progress. These titles included: Killing Time, a first person, action/shooter, set in a haunted island mansion; BladeForce, an amazing 3D action/flying game, where the object is to take out local street gangs in a futuristic city setting; Captain Quazar, a humor-filled, isometric adventure/shooter, where you take control of a muscle bound hero with a badge (complete with his very own rap music video - no lie!); StarFighter, a 3D Flight sim/shooter, comparable to Magic Carpet and Descent; Battle Sport, a 3D, (do I see a theme here?) futuristic tank battle game, with the added strategy of a ball and goal (kind of like Cybersled meets Football); 3DO Games Decathlon, a 3D version of the old classic, using motion captured athletes and texture mapped polygons; and lastly, Snow Job, a first person adventure using full motion video and a very cool, proprietary 3D engine. After the showing, we heard a "State of the Union" speech by none-other-than 3DO founder, Trip Hawkins, where he reassured us that all is alive and well in the 3DO camp. After a brief lunch, it was time for more games; this time third party titles. Included in this round was Primal Rage from Time Warner Interactive - a great arcade conversion; AD&D DeathKeep by SSI - the amazingly ultra-smooth, first person sequel to Slayer; Foes of Ali by EA - a great looking, texture-mapped, polygon boxing



game; Flying Nightmares by Domark - a translation of the popular PC flight sim; and PO'ed by Any Channel - a unique 3D action/shooter with plenty of play mechanics.

Our last stop for the day was the top-secret M2 laboratories, where we were given a sneak-peek at the amazing 64-bit hardware and some early demos of the system's capabilities. Unfortunately there were no games shown, just some early demos of a light sourced, bouncing ball with video wrapped around it and the like. We were told that there are currently ten companies with M2 development systems working on games, with plenty more to come. What you see here, on these two consecutive pages, is a small sampling of the games we were shown. You can expect to see reviews of all of these titles, and more, in the next few months of D-3.

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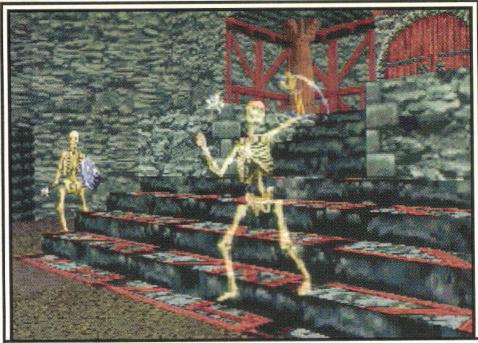
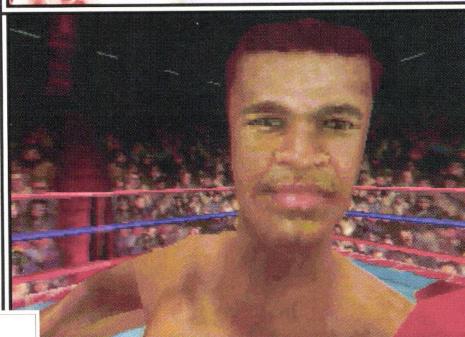
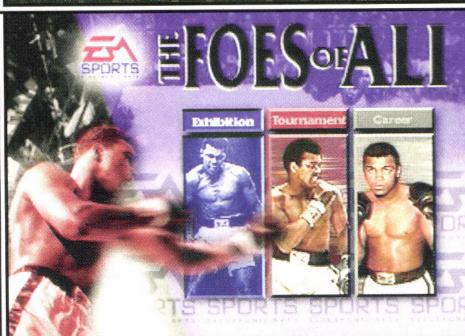
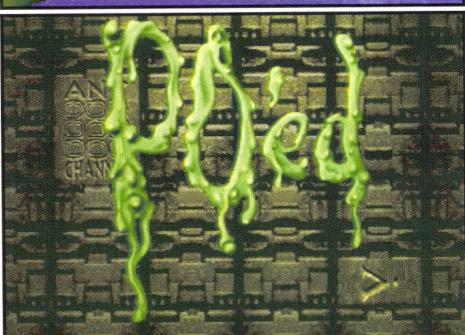
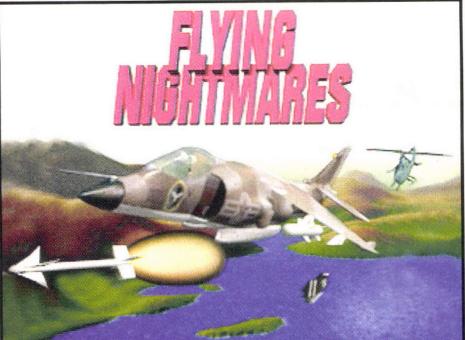


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Special
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THE



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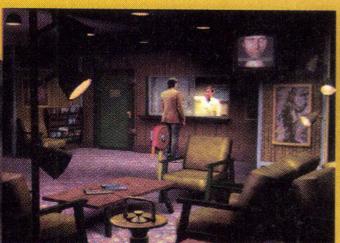
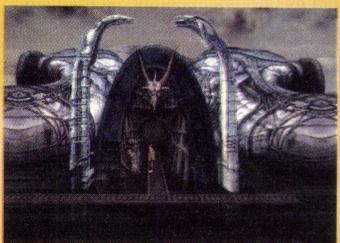
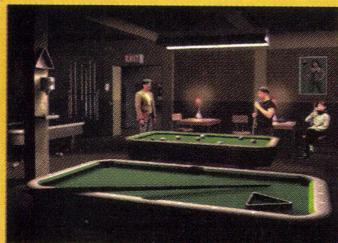
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VIRTUAL GOLF PC/CD-ROM

Publisher:

U.S. GOLD

303 Sacramento St., San Francisco, CA 94111
415-693-0297

Developer:

CORE SPORTS

Design team:

Jon Hilliard: Programmer
Jason Gee: Graphic Artist
Guy Miller: Game Design
Jeremy Smith: Producer
Simon Berry: Course Design

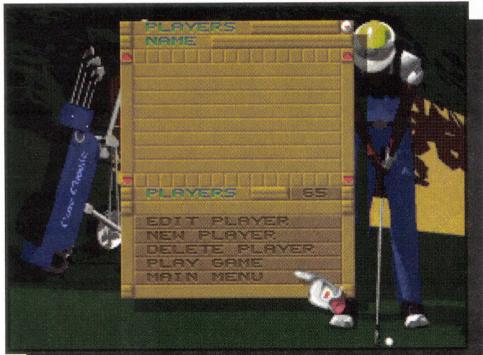


ONLY IN A VIRTUAL WORLD...

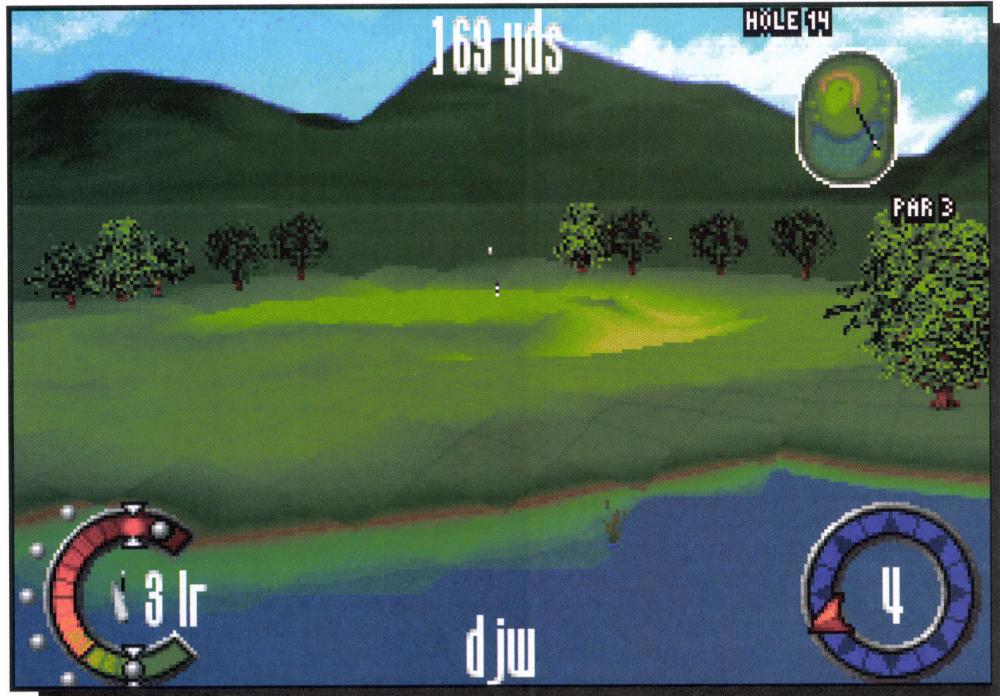
CAN YOU PLAY 18 IN ABOUT 15 (MINUTES). by Eric Winding

Que pasa, amigos? It has been a few months since our last "virtual" encounter and this time around the playing field is, what Rodney called, "One of the biggest wastes of prime real estate", a golf course. As you no doubt recall from D3 issues numbers two and three, we reviewed "Virtual Pool", from Interplay, and left you with the happy note that more "virtual" games would soon be on the way. Well, here's the latest offering in the world of 3D, although this is from our friends at Core and their division Core Sports (yes, highly original). Just when you thought the hurricane of golf simulation releases had dissipated into a small shower of "And Arnie said to Jack" book titles, another publisher steps up to the tee. Let's take a look and see if Core has indeed "gripped it and ripped it"!

I guess the first notion that I should make clear is that Virtual Golf is not really a simulation, but more of an arcade experience - thus the '18 in 15' routine from above. Core has certainly made the game easy to play for those with but a few minutes for lunch, as the hardest part of this title is trying to enter your name as a new contestant! The power meter is standard "click and click" at the right time fare, but is purely arcade



style from this vantage point. You see, your little on screen Payne Stewart dude doesn't swing the club in motion with the power meter. Most simulations allow you to watch your character's swing, and then click the button at the time you deem most effective, thus negating having to stare at the pendulum type power meter. This gives the avid gamer a way to have a true "feel" for hitting the ball - you know, makes it more "virtual". Unfortunately, Core omitted this from the gameplay and left us with a more point & click type of atmosphere. Adding to the simplistic game play is the rudimentary chipping



Dimension Sports
COVERING THE WORLD OF SPORTS GAMING



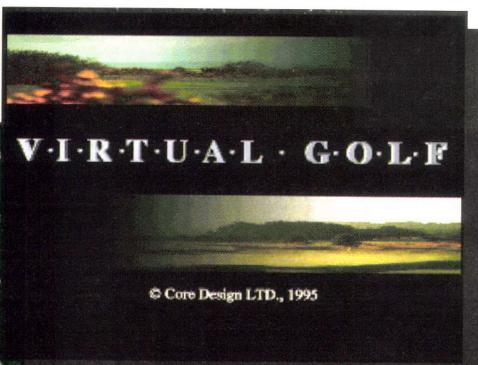
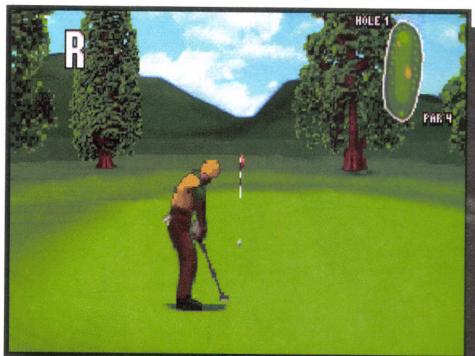
and putting. By simply clicking at the highlighted spot on the power meter, you will almost assuredly have a 2 to 1 chance of sinking the putt or chipping it in from the rough. These highlighted "suggestion" marks would be a nice training tool, but are certainly not necessary after one time through a course (there are four). Maybe a nice on/off button for this option would have helped. Anyway, when you do knock in a chip from 40 or so, you will be treated to an instant replay. The European design cannot be hidden, as the replay has the big "R" flashing in the upper left hand corner, just like they do on "Soccer Made in Germany". Of course, the fact that you're playing in the Scottish Open and the announcer bloke sounds like Crocodile Dundee, should have clued you in. "You got to bang on with your drive" is forewarned to you prior to driving off of one of the tees - I can only assume this is roughly translated into "You better hit the crud out of it", or in Dalyese, "grip it and rip it".

By now I'm sure you're all wondering, like many before you have, "Where's the 'virtual'?" Well, it's there, I think, but in an indirect sort of way. You can zoom in (only so far), zoom out (likewise), rotate left, rotate right, and do the bird's eye thing, all giving the game that "virtual" feeling but not really adding to the actual game play. Not only does all this mirrored trickery not enhance the experience, it isn't even necessary to enjoy the game at all. The aforementioned Virtual Pool, in contrast, would be a hollow shell without all of these goodies; it would simply be "Pool". But Virtual Golf is just fine being "Golf" (Ah, the 2600 classic "Golf") and all the changes in views and spacial relativity (?) are merely cosmetic makeovers to an otherwise solid rendition of the links pastime. So there's the "Virtual"; aren't you glad you asked?

Having dismissed the entire basis for the



creation of this CD-ROM as needless, you may want to note that the game does have some stand alone merit with regards to the arcade feel. I, for one, enjoy being able to whip through a game in a relatively short time. I don't always have thirty to forty-five minutes to sit and play a round of golf. I always end up saving a game and then coming back to it a few weeks later, at which time I figure I should start over because my score, to that point, wasn't were it "should" have been! Sure, there are those of you (Jason?) out there who have no problem spending that kind of time in front of the screen, routinely recording scores in the low 60's. However, I can surmise that there are just as many of you out there looking for the type of good, quick, arcade style golf that Core has created. Well, look no further, because with the four different courses, for variety, and the ease of the play mechanics, Virtual Golf may be the answer to the age old question, "I've got fifteen minutes on my hands, what shall I do?" An 84% would be just about the score I'd give a game like this, so an 84% it is! Until next time, this is D3E leaving you with the famous Irish saying; May all your drives be straight, as well as your sons and daughters.



3 84%

Look no further, because with the four different courses, for variety, and the ease of the play mechanics, Virtual Golf may be the answer to the age old question, "I've got fifteen minutes on my hands, what shall I do?" An 84% would be just about the score I'd give a game like this, so an 84% it is!

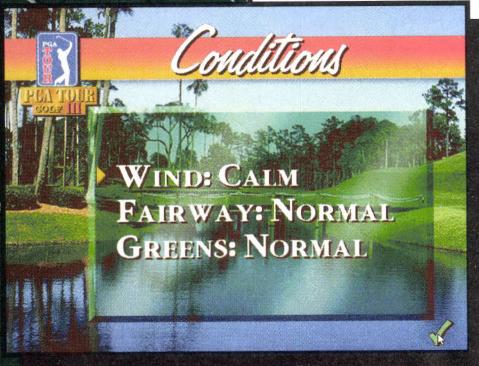
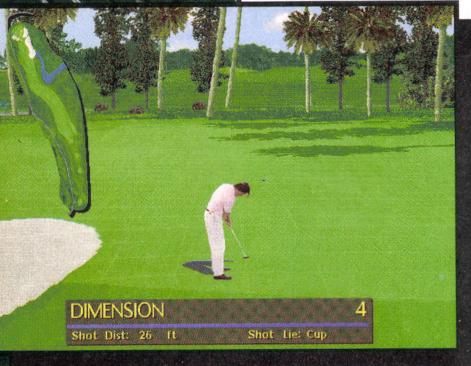


THE THIRD TIME'S A CHARM

GOLF'S GREATEST GAME COMES TO THE MAC. by David Jon Winding

"PGA Tour 3" for Mac is virtually identical to its PC cousin, "PGA Tour 486". EA Sports (Manley & Associates and Hitmen Productions) has adapted what, we feel, is THE definitive PC golf simulation for the Mac environment, and has done so with all of the graphic splendor, pixel-perfect gameplay and beautiful courses in tact.

As with PGA 486, PGA 3 is a broadcast quality product. You compete in Tournament, Skins or Match play over three different courses; Sawgrass, River Highlands and Summerlin. You can compete as one of nine different tour players, complete with their images and a multimedia biography. The key to success in the game parallels that of the real game. You must have the ability to read distances and greens, make proper club selections and hit the ball straight! These can all be accomplished fairly easily when playing in Amateur mode, where your power gauge displays a target area that gives you the exact distance required to get your ball as close to the pin as possible. But, when playing at the Pro level, this guide is gone and you are on your own when judging distances and the wind. For experienced golfers, this is where you will want to play.



PGA TOUR GOLF III MAC

Publisher:

ELECTRONIC ARTS

1450 Fashion Island Blvd., San Mateo, CA 94404

415-571-7171

Developer:

MANLEY/HITMEN

Macintosh Version:

Lloyd Ollman Jr.: Programmer

Bronwyn Richardson: Programmer

Greg D'Esposito: Programmer

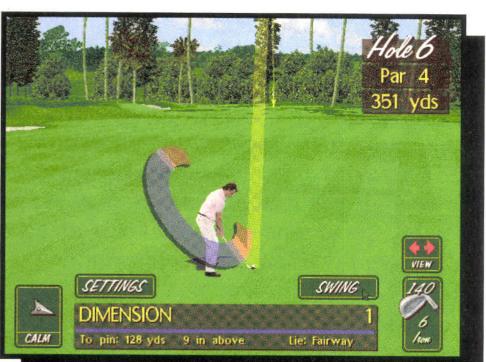
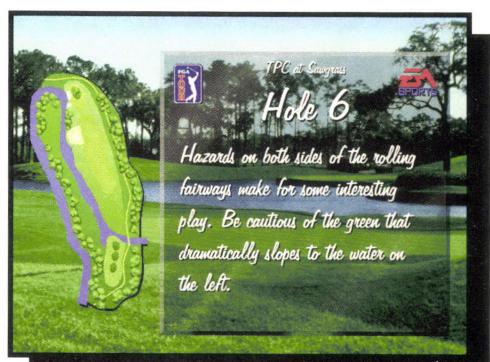
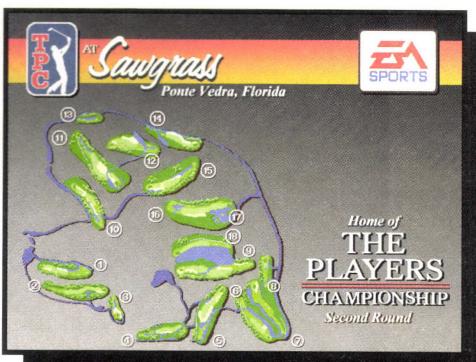
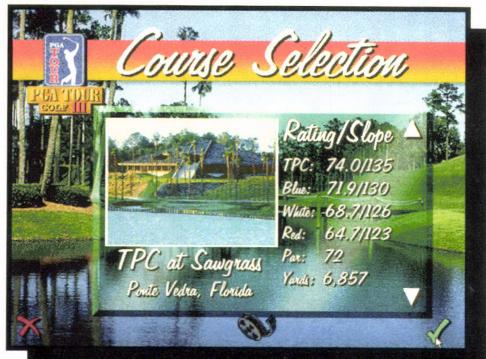
Anne-Lise Hassenklover: Programmer

Vladimir Potap'yev: Programmer

The simulation becomes more like the real game in this mod; reading greens becomes much more critical and club selection becomes a major factor in the relative success of your round.

Graphically, PGA 3 is identical to the PC version, with close to photo-real images of the three courses. Display options in the game include features like the PIP, allowing for a second window that shows the flight of your shot, or a "switch" view that changes the camera view so that, once you've made contact with the ball, the screen switches to give the player a view from the green or fairway looking back toward the point of contact. The game makes use (and so will you...to see those career highlights that you will be putting together) of an instant replay feature that differs from the PC version slightly, in that you are able to get quick access through the "ESC" key. The only noticeable difference, graphically, between the two versions is in the movement of the ball. It sometimes sputters along, jerks and, in general,



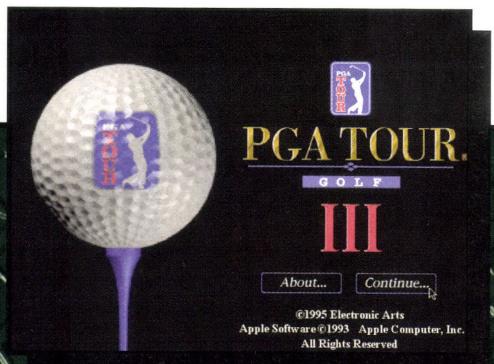


al, does not have the fluid animation and physics that were present in the PC game. Don't ask me why...I would have no clue in how to explain it...it just doesn't.

The gameplay is spot-on. If there is a more realistic sports game out, I haven't played it! You just can't match the feeling of reading the green just right, then spotting up for the perfect bring-back and then making contact with the ball...gliding your mouse with the same deft touch that you are in constant search of, on the course. Let's put it this way...I'm thinking of putting a "Ping" sticker on my mouse! The other winning feelings are in a max'd-out drive, drilled neatly in

the middle of the fairway, and in that short chip from the rough that drops in the hole. Actually, the fringe game is the only area of PGA Tour 3 that is a little unrealistic. I don't know about your short game, but it will take me a lifetime on a real course to duplicate the number of shots dropped from the fringe in one tournament at Sawgrass in PGA Tour 3.

In summary, PGA Tour 3 for the Mac is a great addition to an expanding gaming library. EA Sports has the tools to conquer Mac gaming, just as they have console and PC. Let's hope that some of the newer PC sports efforts coming out of EA Canada ("FIFA '96", "NHL '96", "Need for Speed", "Madden '96" and "NBA Live '96") make their way toward the rainbow apple.



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COULD THIS BE AS GOOD AS IT GETS?

INTERACTIVE MAGIC'S "APACHE", AT LONG LAST, IS READY TO STEP UP TO THE PLATE. by Mark P. Winding

APACHE

Publisher:

INTERACTIVE MAGIC

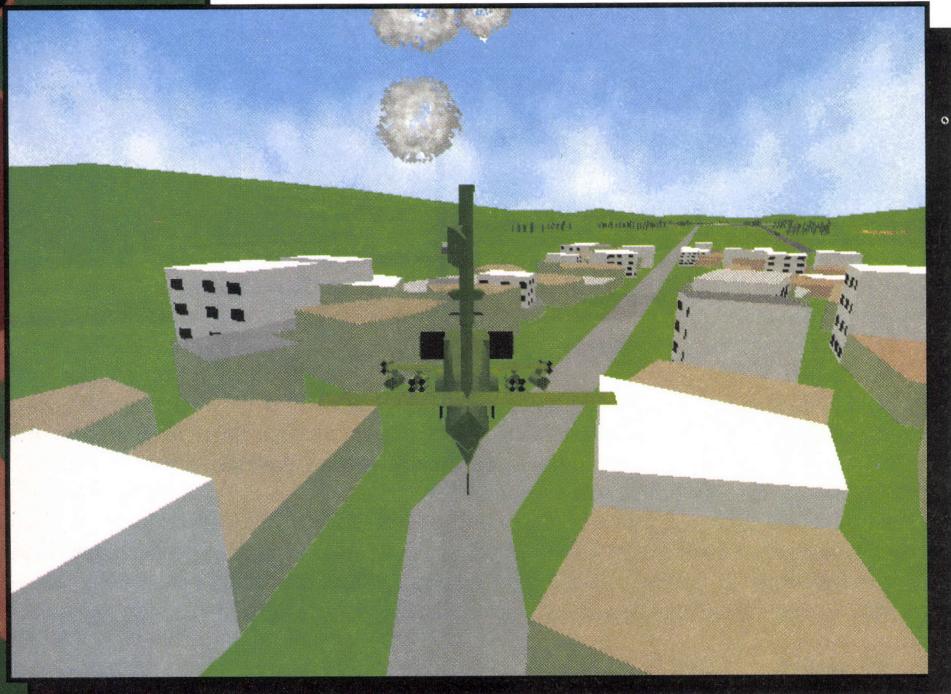
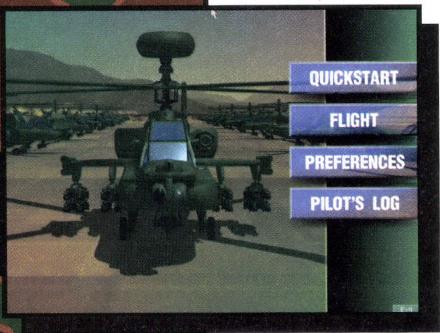
P.O. Box 13491, Research Triangle Park, NC 27709
919-461-0722

Developer:

DIGITAL INTEGRATION

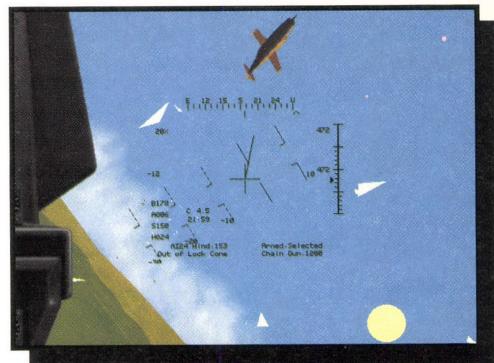
Design team:

Rod Swift: Project Manager
Kevin Bezant: Designer
Robert Caulfield: Designer
David Punshon: Music
Allister Brimble: Sound FX



As I reported in our June issue, Bill Stealey's Interactive Magic was getting ready to release their new helicopter flight simulator, "Apache". The folks at IM were kind enough to give me some early flight time on this more than capable flight platform. If you remember my June preview, I was quite impressed with the capabilities of my "not quite ready for prime time" AH-64D Apache Longbow. Well, at long last, the final version of one of the most eagerly awaited flight simulators in recent history has arrived. Needless to say, I'm almost giddy at the prospect of getting a thorough test drive in this bad boy. (I love my job!)

However, before we head into the danger zone, we should probably do a little pre-flight to make sure we're all adequately informed as to the parameters of the Apache. The McDonnell Douglas AH-64D Apache Longbow is well known as the workhorse of the US Army's aviation program. The Apache is an all weather, combat attack platform that was recently recognized for its' flawless performance in the Persian Gulf war. Interactive Magic and McDonnell Douglas worked together to bring the reality of this amazing platform



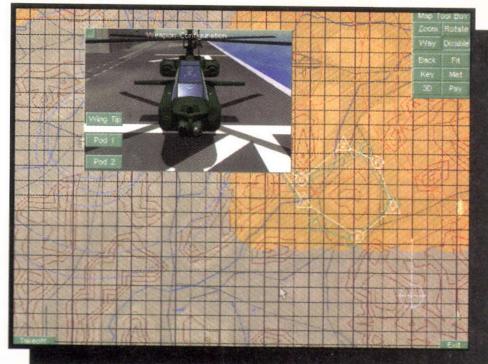
to your computer screen. As I reported in my June preview, my limited stick time, with the prototype Apache, had me almost wishing I'd gone into the Army. Now that the production model has arrived, who knows, I may be in for a career change. So, stand by as we get ready to pull chalks!

Apache, like most other military based flight simulators, gives you a variety of scenarios to choose from, with increasing difficulty and mission count leading to promotion and medals. The basic phase of Apache starts out in Ft. Hood Texas for your training missions. Be careful here; if you don't request them, you will be "quick started" right into the thick of battle, and more than likely you'll be searching the wreckage within minutes! Spend some time at Ft. Hood!!!!

After you've earned your wings in Ft. Hood, you have your choice of three different combat area's to test your metal (or lead). The first is Yemen, followed by Korea, and finally Cyprus. Each area presents its' own set of unique challenges and flight environment. Each area offers a selection of single missions and a multi mission campaign. You have your choice of two quick start options and a network option that allows up to 16 pilots to compete head to head. Remember what I said about Ft. Hood; if you attempt network play before spending some time there, your performance will be worthy of an honorable mention spot on America's funniest home videos.

All right already, so what about game play? If you recall, I reported in the June preview that Apache is the first helicopter flight simulator to use 3D visual technology resulting in amaz-

CALL TO BATTLE

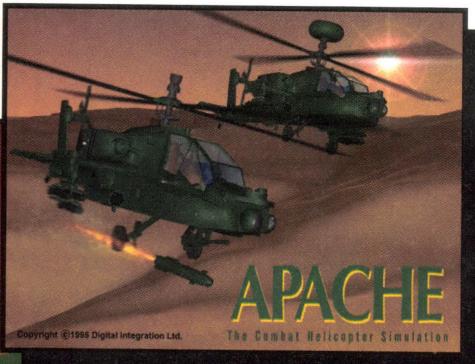


ingly low altitude graphics. Enhancing this is stunning SVGA screen resolution with up to 800x600 with 256 colors. When you first enter the cockpit of Apache, the first thing you notice is the sense of realism that immediately engulfs you. The digital audio effects are absolutely phenomenal. In addition, the multiple cockpit views greatly enhance the overall realism of the experience. The only technical drawback in the mechanics of the game are the required peripherals. Don't get me wrong; the peripherals aren't required to play Apache, they're just required to play Apache well. A good flight stick and some rudder pedals, will give new meaning to the phrase "virtual reality".

As stated in the title of this review, Apache could very well be the best there is, when it comes to flight simulation. The extensive use of texture mapping and Gouraud shading techniques makes the speed and movement sensation better than most upper echelon driving games. The design and development team of Interactive Magic and Digital Integration, along with some help from McDonnell Douglas, automatically gives Apache state of the art crea-

dentials. The artificial intelligence is, at times, overwhelming and always up to the task. In addition, the multiple levels of difficulty are well laid out and very identifiable. All too often, in flight simulators, they're advertised as "multiple level/mission"; but in reality, it's just the same mission with the pace increased. Not so in Apache. Each level/mission is visibly different and increasingly more difficult. Your aviation combat skills will be pushed to the edge of the envelope.

Anyone familiar with Bill Stealey, knows that if his name is on it, it's quality. Apache is no exception. No detail was too small in the development. One only has to look at the "night vision" graphics, to get a feel for the overall quality of this game. If you've ever flown in or fought against the Apache, this simulator will be one huge deja-vu. My only criticism, and it is a minor one, is that to get the full experience of Apache, you really do need rudder pedals and a GOOD flight stick. However, if you have these peripherals, you're in for the ride of your life. So, get ready to spend a couple of bucks(more like fifty); you'll be glad you did!



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3

95%



EMPIRE STRIKES BACK

EMPIRE'S "THE CIVIL WAR" MAKES A RUN FOR D-3'S STRATEGY GAME OF THE YEAR! by LCDR Mark P. Winding USNR

THE CIVIL WAR

Publisher:

EMPIRE

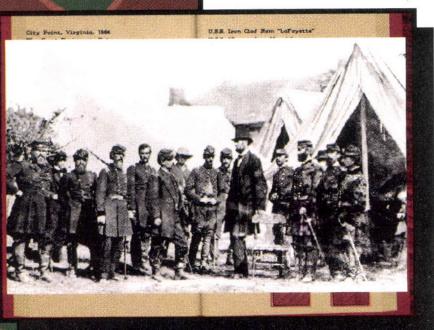
13220 Wisteria Dr., Bay N-2, Germantown, MD 20874
301-916-9302

Developer:

DAGGER

Design team:

Adrian Earle: Designer
Steven Green: Programmer
Chris Wall: Programmer
James Mather: Artwork
Emma Morle: Artwork



After spending two and a half dazzling days at The Electronics Entertainment Exposition in Los Angeles last month, it was difficult for me to pick the game that I was most looking forward to playing. Of the five or so that are on my "most wanted list", Empire's The Civil War was near the top. Needless to say, when it arrived on my desk a few weeks later, I was as happy as Homer Simpson in a doughnut factory! Although my exposure to the game was limited at the show, I was sure that after a thorough review we might have a potential winner on our hands!

Backed by a massive historical database, The Civil War puts you in charge of determining the fate of a nation. The Civil War simulates the war from its start in April of 1861 until the presidential election of 1864 when Lincoln was re-elected. If you've got the "right stuff", you might be able to force the opposition to surrender prior to the election (I'm sure President Lincoln would have appreciated that). You can participate in every major battle of the war, leading either the North or the South in one or two player modes. In addition, you have the option of fighting this war over serial link, modem or network play. Although The Civil War contains the usual electronic playing

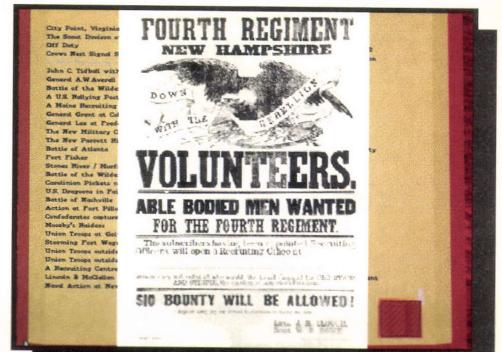
options you would expect from a quality strategy game; it also contains a strategy/historical guide that is without a doubt the best I have ever seen. The guide alone is practically worth the price of admission. I highly recommend a thorough read of this prior to entering into this campaign and, once you've started, keep it close at all times for future reference.

When playing The Civil War, you have your choice of two different modes. The first allows you to play the entire campaign as a comprehensive strategy game covering the entire east coast. If you like to get right into the action, this option is probably not for you. The campaign option starts with an historically accurate positioning of troops. From there you must decide from which level you are going to control your units; Army Commander, all the way down to Brigade Commander.

At this point you start the long and arduous process of fortifying your cities, recruiting new units, and building hospitals and supply depots. On the brighter side, however, you also get to control the Naval forces, which can be used to bom-



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bard the enemy, or for a Naval blockade of supply lines. By now, you probably know what my favorite part was!

If, on the other hand, you like your action served up a little more swiftly, I recommend choosing option two which allows you to play out a particular battle. By choosing this option, the building process is already complete, and all you have to do is fight. The action is controlled at a regimental level and the battlefield is broadcast in superb 3D representation. You actually see troops marching or riding their horses, firing their weapons and attacking the enemy. This feature is also in the campaign option, so that when you enter into an important battle, you have the option to actually play out the battle rather than letting the computer do it for you. Both options allow you to pick the "realism" setting, that allows you to set up the game on your own particular skill level. Another nice touch in The Civil War is the on-line encyclopedia. For a history junkie like me, you couldn't ask for any more. It contains a tremendous amount of information on just about everything you'll need to know to properly fight this war. (not to mention learning more about The

Civil War than you ever thought possible).

If The Civil War sounds too good to be true, let me be the first to say that it's not! Civil War is without a doubt the most comprehensive and entertaining Civil War simulation I have ever played. Empire left no stone unturned in the creation of this game. The 3D graphics in the battle scenarios are some of the best out there, thanks mainly to the liberal use of Gouraud shading of the terrain. Empire struck a nerve by allowing the gamer to choose two styles of game play. My biggest complaint with most strategy games is that they take an inordinate amount of time before you can actually start "playing" the game. The Civil War possesses no such dilemma; it serves the hard core strategy fan well with the campaign version and serves the action freak equally as well with the historical battle sequences. I must admit, I play this game every morning after I get up and every night before I hit my rack. If I had one complaint though, it would be the absence of any Naval battles to play out. Granted, there are naval components you utilize, but there are no dedicated naval battles to prosecute. A nice iron clad engagement would be a welcome addition.

Empire has struck back... with a vengeance!

3



If The Civil War sounds too good to be true, let me be the first to say that it's not! Civil War is without a doubt the most comprehensive and entertaining civil war simulation I have ever played. Empire left no stone unturned in the creation of this game... I play this game every morning after I get up, and every night before I hit my rack... Empire has struck back... with a vengeance!

92%



U.S. MARINE FIGHTERS

Publisher:

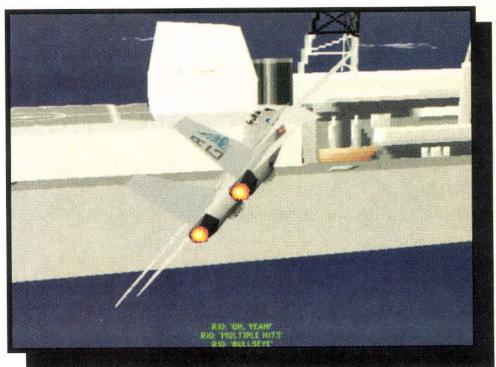
ELECTRONIC ARTS

1450 Fashion Island Blvd., San Mateo, CA 94404
415-571-7171

Developer:
ELECTRONIC ARTS

Design team:

Brent Iverson: Designer/Producer
Scott Kronge: Technical Director
Nick Corea: Graphic Artist
Alyson Markell: Graphic Artist
Paul Grace: Producer



THE FLYING LEATHERNECKS ARE BACK!!!

MARINE FIGHTERS JOINS EA'S ARSENAL OF AIR COMBAT SIMULATIONS. by Mark Winding

For all of you out there that have been longing for a little VSTOL air combat action, your time has arrived. Electronic Arts is set to release the add on disk to its' highly successful Navy Fighters. Marine Fighters takes off where Navy Fighters concluded. The aviator in this addition gets some flight time in some of the most technologically advanced aircraft, vertical take off and land, in the world today. Since I haven't been able to put Navy Fighters away since it was released, I was more than ready for a little VSTOL action. So, why don't we make our way to the briefing room and get some intel on today's mission.

For those of you not familiar with the parent disk, let me take just a few moments to get you up to speed. Navy Fighters is a first person, three dimensional air combat simulation that puts the aviator in control of the U.S. Navy's hottest flying machines, including, but not limited to, the venerable F-14 Tomcat. (Yes, it's the same plane Tom Cruise "drove" in the movie Top Gun.) So, what's the big deal you say? Well, let me begin by saying, that without a doubt, it's the most realistic fighter simulation on the market today. In addition, the game play is unreal. EA

put arcade quality sound into the flight missions that help give this simulation an unsurpassed shelf life. There are so many ways to configure your missions that it is absolutely inconceivable that you could become bored with this game. Much like the naval aviators who fly these machines, you'll never get enough stick time. So, with that in mind, why don't we take a look at what our brother Marines are up to.

Marine Fighters, as an add on disk, is very similar to its navy sibling; only the missions and aircraft choices are different. The primary aircraft for this addition is the McDonnell Douglas AV-8B Harrier II Plus. As in Navy Fighters, the game starts out by giving you some basic flight instruction. For all of you jet jockeys out there, don't blow this off; flying a Harrier is a heck of a lot different than flying an F-14. Once you've mastered the basic flight characteristics, you move on to progressively more challenging assignments, until you are ready for your first mission.

The mission history for Marine Fighters



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centers around Eastern Europe in the war between the Ukraine and NATO (when will we ever learn?) As Japan continued to skirt around getting involved, Western diplomats sought to draw the Japanese into the conflict by manufacturing a win/lose situation for the Eastern allies. The Kuril islands was their choice for a bargaining chip to draw in the Japanese. Russia has occupied these islands since the end of the second world war and the southern islands of Shikotan, Kunashir, and Iturup has been a source of much contention between the Russians and the Japanese for over fifty years. The Japanese have never given up their claim to these Islands and the Russians see them as a vital outlet to the Pacific sea ports. (Those sneaky western diplomats, how did they know?) The Western diplomats, in return for Japanese participation, agreed to capture the Kuril Islands and return them to Japanese rule. As a very talented young Marine aviator, you find yourself aboard the USS Wasp LHD-1, on route to your first deployment and ultimately, your first combat experience. The Marines have captured Kunashir and Shikotan (sounds like something from a Lenny and Squiggy song)

and troops have recently landed on Iturup, occupying a former Russian air base. The objective at this point is to achieve air superiority over the region. Piece of cake, right?

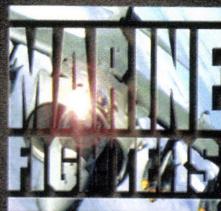
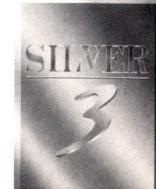
Luckily for the gamer, EA left all of the positive aspects of Navy Fighters in the add on disk. As with its' Navy brother, Marine Fighters allows you to configure your mission as you see fit. The choice of experience level of the aviators, type of aircraft to be flown, and number of targets is all yours. The name of the game, of course, is to win promotion and decorations through your inspired flying.

With all of this said and done however, the bottom line is that Marine Fighters lacks the all out fun of its' older sibling. EA did a fantastic job of bringing the VSTOL experience to your computer screen, but it just doesn't play out as well. That alone is a testament to the realism of the game. However, flying a Harrier type aircraft just isn't as much fun as flying an F-14 or 18. Lets face it, if you can't go supersonic, what's the point! This is not to diminish Marine Fighters in any way; rest assured, it's a fantastic gaming experience, it just doesn't live up to the promise of its' older brother.

3

...the bottom line is that Marine Fighters lacks the all out fun of its' older sibling. EA did a fantastic job of bringing the VSTOL experience to your computer screen, but it just doesn't play out as well. That alone is a testament to the realism of the game. However, flying a Harrier type aircraft just isn't as much fun as flying an F-14 or 18. Lets face it, if you can't go supersonic, what's the point!

84%

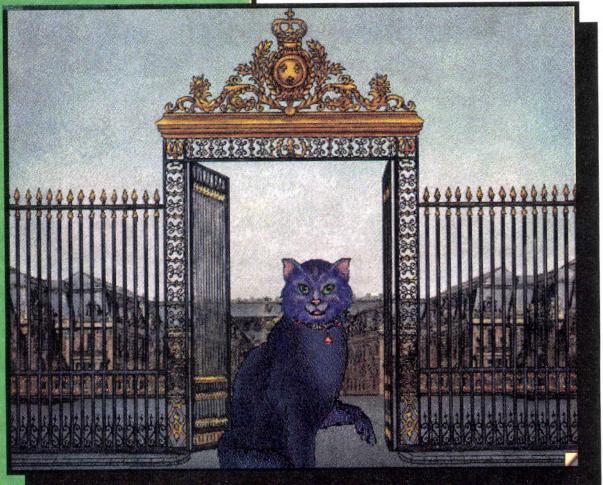


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PUGGY CAT TELLS ALL

LOUIS CAT ORZE, YOUR PERSONAL GUIDE TO 17TH CENTURY FRANCE. by Jennifer Scherpenborg



Could this be another Garfield? We're talking a cat with a serious attitude and French attitude to boot! "Louis Cat Orze - The Mystery of the Queen's Necklace" is now available for both Mac and PC from IVI publishing and is developed with 17th century France in mind. For those of you who like Garfield, get ready to be introduced to an even more annoying cat. Not only is he fat and independent, but like most cats, he runs the household or in this case the Palace of Versailles with a sneaky and snobby disposition. His name is Louis, your guide to the secrets and gossip of the palace, and

LOUIS CAT ORZE

Publisher:

IVI PUBLISHING

7500 Flying Cloud Dr., Minneapolis, MN 55344
800-754-1725

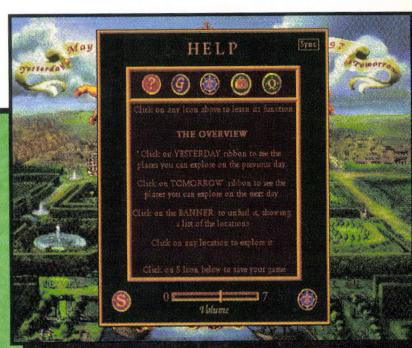
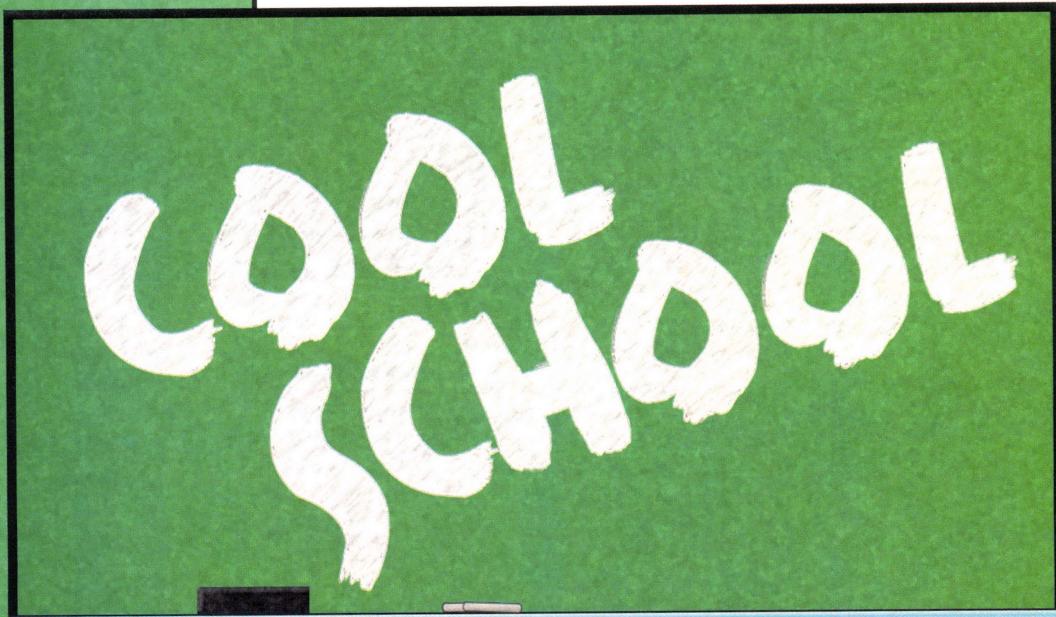
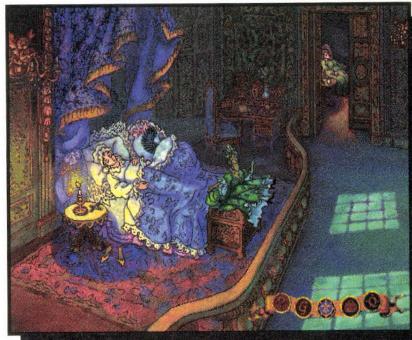
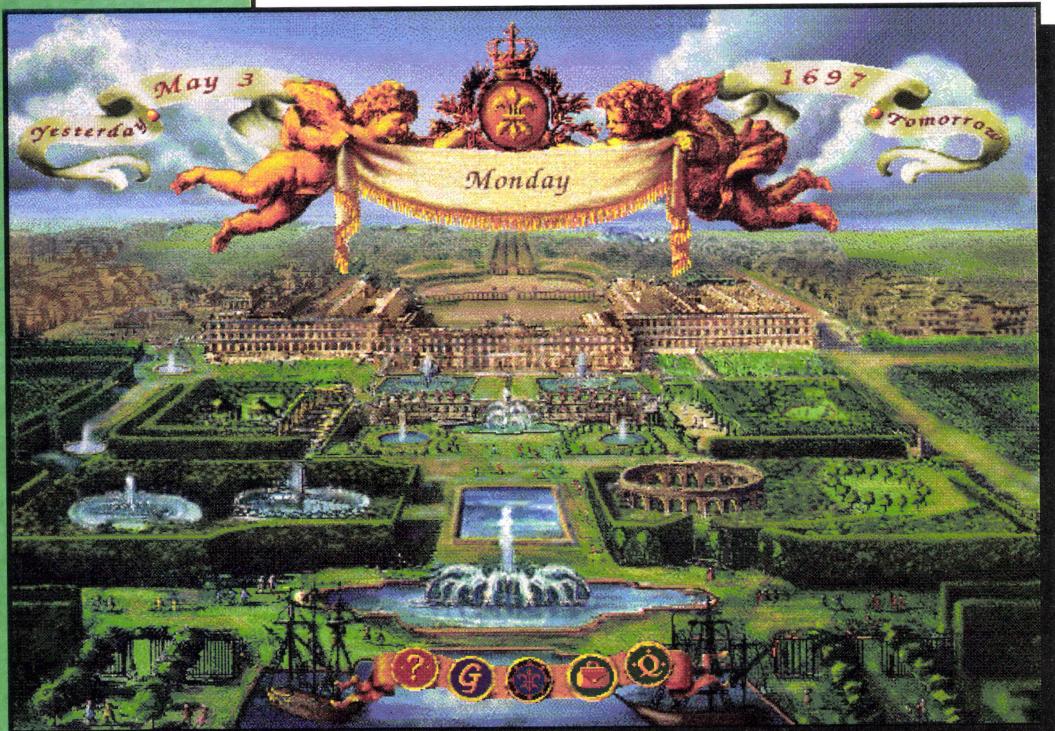
Developer:

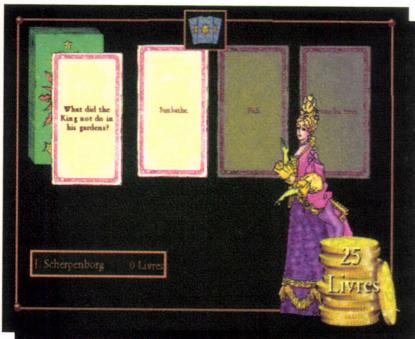
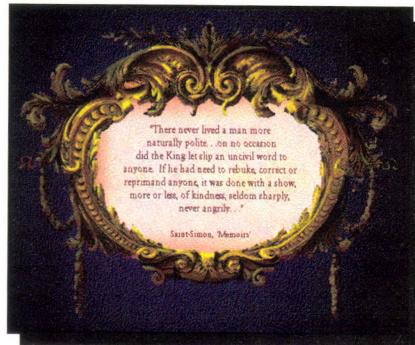
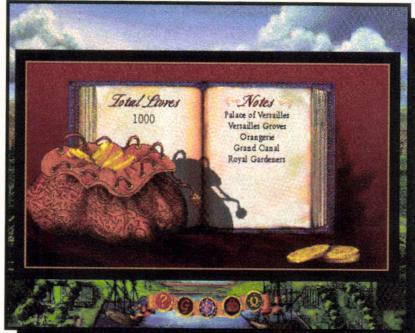
BERKSHIRE MULTIMEDIA

he will introduce you to many historical people as well as connect you to important information.

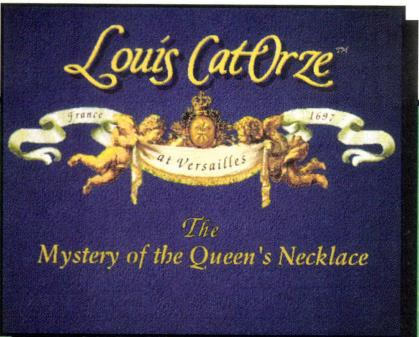
What kind of important information do you need?... you may ask. Well for starters the object of this game is to find the Queen of France' missing necklace. It was discovered missing upon the ceremonial arrival of Mary Adelaide, the princess from Savoy who is to marry King Louis XIV's grandson. Now this may all sound frivolous for our present day, but during 17th Century France this was big political stuff!

The Mystery of the Queen's Necklace is a strategic historical adventure developed





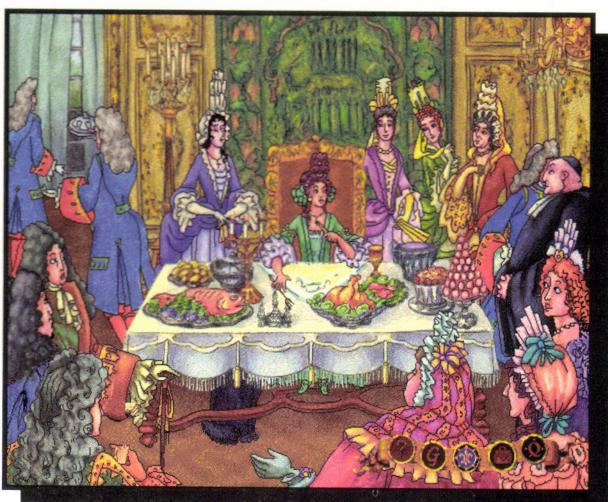
by Berkshire Multimedia for ages 10 to adult. By playing this interactive game you become an official investigator on a six-day mysterious adventure in which every character could be a possible suspect and every item surrounding them a possible clue... all the while giving them an accurate account of life during 17th century France. They will explore and encounter secret passageways, grand ball rooms, lavishly decorated hallways, and dark, dank dungeons, with full intentions to solve the mystery. As they search through a variety of different rooms and places, such as the Grand Apartment, the Duke's Study, the Grand Canal, and the Hall of Mirrors, they will discover and be confronted by a variety of biographies of



75 famous writers, government officials, artists, and important historical royal figures, along with written information about objects that accompany each given room. In fact, they may be taken by surprise as many characters will narrate humorous facts about themselves and others. For example, if you enter into Mary Adelaide's room, the Queen's Bedchamber, not only will you gain clues about the necklace but by clicking onto a portrait of someone you will receive a brief biography of the importance of their life during that time. Also while exploring her room you may click onto a doll or an quill ink pen and discover historical significance pertaining to each item. Many people will enjoy this game due to the beautiful illustrations and lovely period music that is heard while playing; these bring the game colorfully to life. Both young and old will learn customs, activities, fashions, and health factors that accompanied this way of life, and by doing so, they are given pop quizzes relating to information learned while playing. The purpose behind this is to help them succeed in retrieving the necklace as well as learning about life at that time. And should they run out of money to continue searching, they will be given opportunities to continue exploring depending on their knowledge of what they may have already learned.

Louis Cat Orze is a delicate and delightful new edition to the edutainment development of multimedia entertainment. The greatest educational factor of this game is that all elements of the story and decorum were researched and authenticated by a historian of 17th century France. This time period in France was unique and eloquent in style and this game captures every last detail of it in such a colorful and artful way.

3



...a delicate and delightful new edition to the edutainment development of multimedia entertainment. The greatest educational factor of this game is that all elements of the story and decorum were researched and authenticated by a historian of 17th century France. This time period in France was unique and eloquent in style and this game captures every last detail...

85%

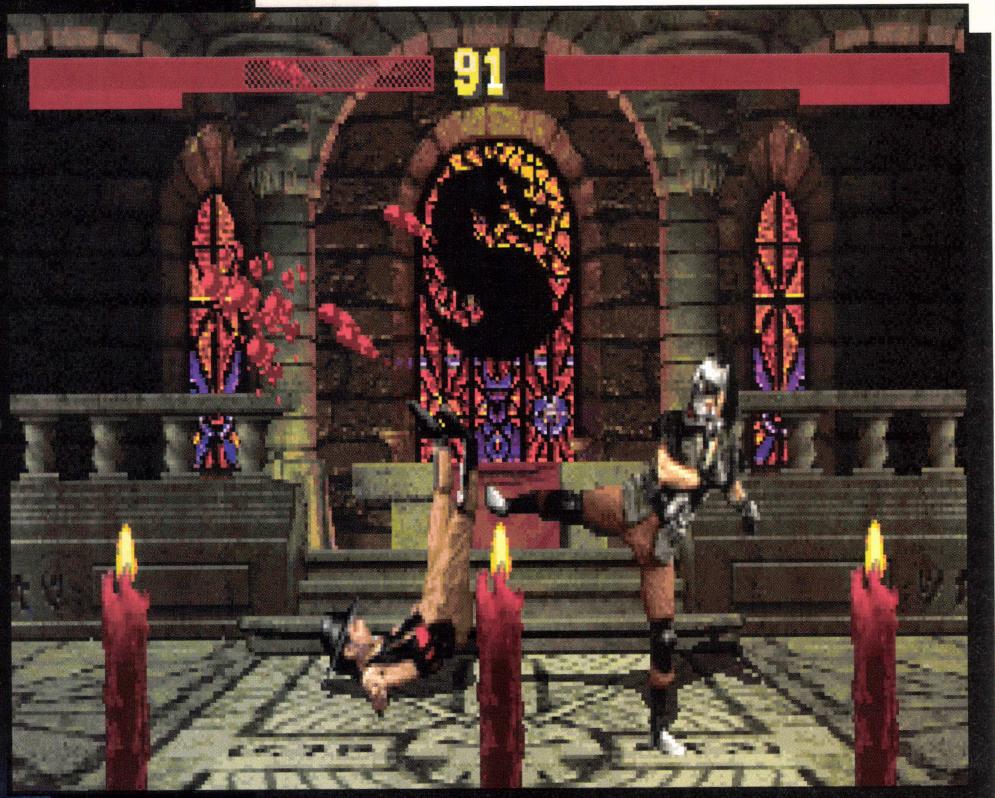


MORTAL KOMBAT 3

PC/CD-ROM • OCTOBER • WILLIAMS ENTERTAINMENT

Get ready for some more lethal, carnage-filled action on your PC as "Mortal Kombat 3" is set to assault retail outlets worldwide on Mortal Friday, October 13. MK3 is shaping up to be a pixel-perfect conversion of its arcade counterpart, offering the same action and thrills, with some extra added bonuses not found in any other version. For the first time in Mortal Kombat history, network and modem play are supported, allowing PC owners to go head-to-head in unparalleled and unprecedented battles. Plus, you can bet that all the blood, combos, secret Kombat Kodes, hidden characters, fatalities, animalities, friendships and babalities will be included as well.

Sculptured Software, the team of talented programmers behind the PC CD-ROM version of MK3, have been working in close conjunction with Mortal Kombat's creators, John Tobias and Ed Boon. From just the early version we were shown, it is evident that they are shooting for an exact replica of the arcade experience. Expect to see a complete review of this awesome fighter in the November issue of D-3.



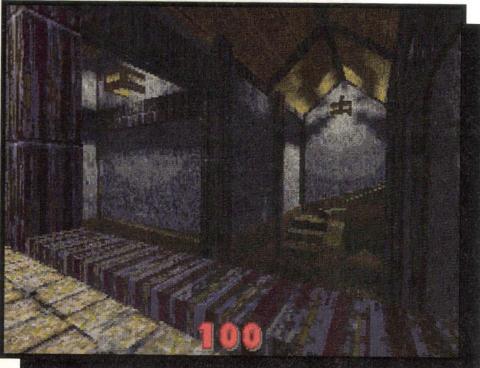
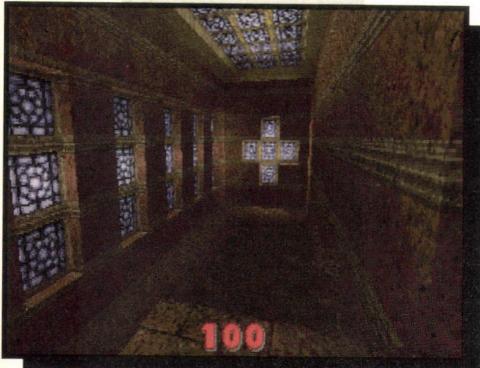
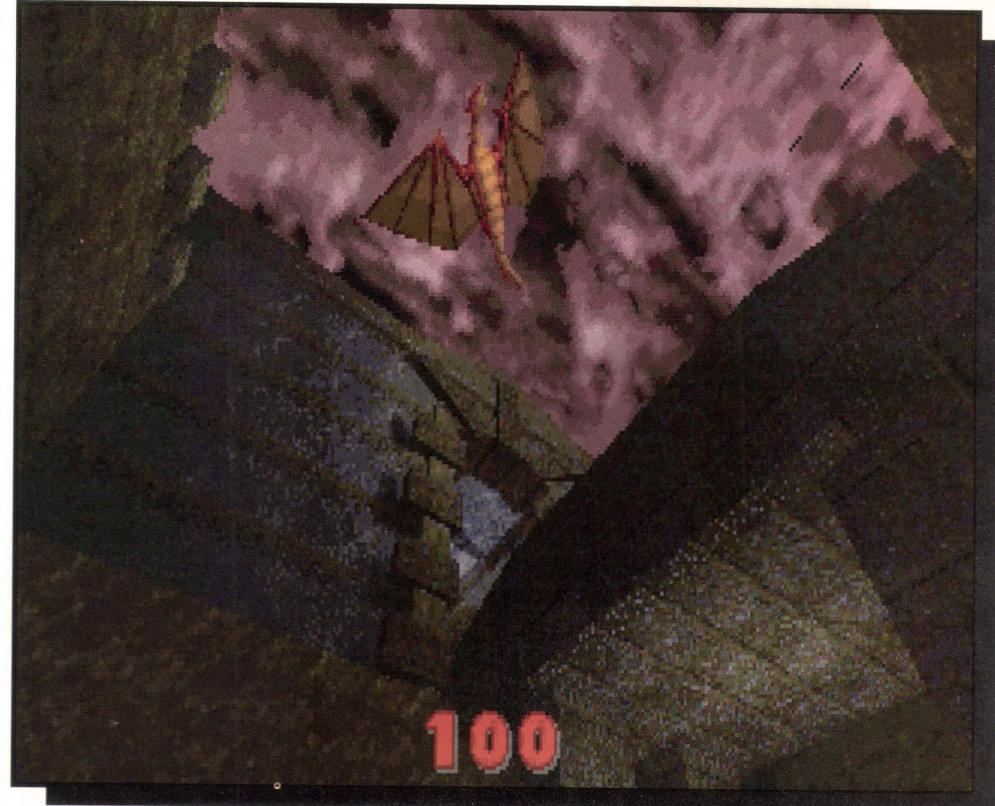
NEXT DIMENSION

QUAKE

PC/CD-ROM • TBA • GT INTERACTIVE/id

It is getting closer! id Software, creators of the mind-numbingly successful Doom and Doom 2, is currently working on an all-new 3D game entitled "Quake". Based on an all-new 3D engine, Quake promises to be to Doom 2 as Doom 2 is to Wolfenstein 3D. As you can see by these five shots (which are available, along with more shots that are not shown here, on the Internet at www.idsoftware.com), Quake will feature curved surfaces (such as the archway shown in the lower right screen shot), true three-dimensional enemies (note the dragon in the upper left screen shot), resolutions of up to 640 x 480 (the lower right screen shot is 640 x 400, the rest are 320 x 200), and life-like lighting effects. At this time there is no set release date ("it'll be done when it's done" – says id), but judging by these shots, it probably won't be available in time for Christmas. I'd look for it in the first quarter of 1996, and you can bet that D-3 will have the latest info as it becomes available.

77 • NEXT DIMENSION

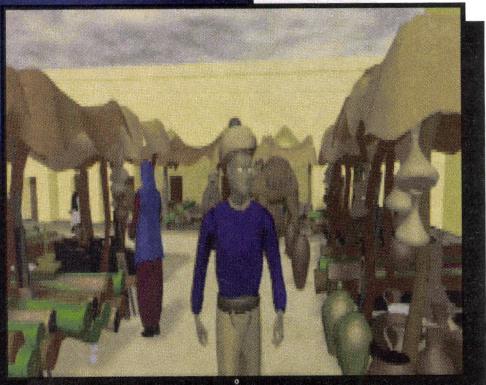


PREVIEWS

MAGIC CARPET 2

PC/CD-ROM • SEPTEMBER • ELECTRONIC ARTS

One short year ago, England's Bullfrog produced one of the most revolutionary, critically acclaimed games of the past few years, "Magic Carpet". This first-person, "thinking-man's" shooter remains one of the most technically sophisticated entertainment products available. Now, Electronic Arts is poised to release the sequel, "Magic Carpet 2". The sequel takes the game's original 3D engine, speeds it up (anyone who owns the sequel will remember the difficulty in getting a palatable frame rate in 640 x 480) and delivers an all new graphic universe in which to cast your spells, an entirely new batch of spells, and new adversaries at which to cast them – all while retaining the same great gameplay and challenge that characterized the original game. In addition, the game now takes you inside caverns and such and goes from day to night – adding even more depth to Magic Carpet's world. It looks like it's going to be a great 4th quarter for Bullfrog and Electronic Arts with Hi-Octane, Gene Wars, Dungeon Keeper and MC2. Magic Carpet 2 should be available in September and we will have an editorial review of the product in our October issue.

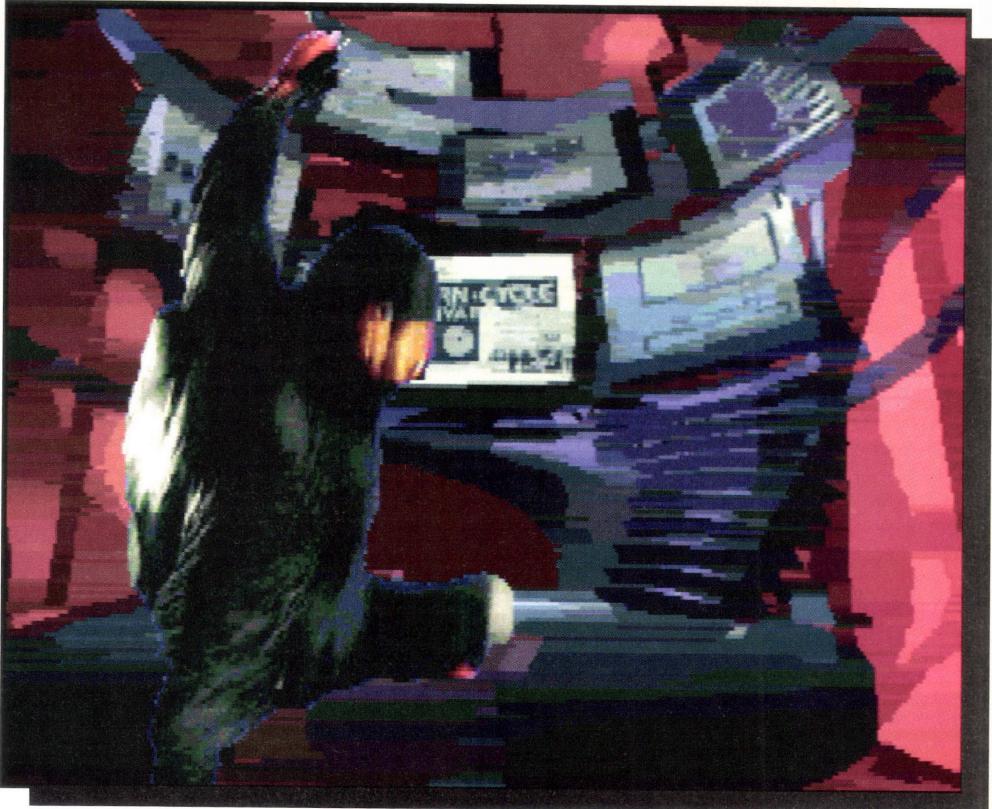
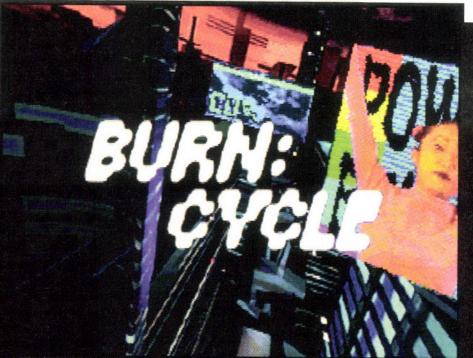
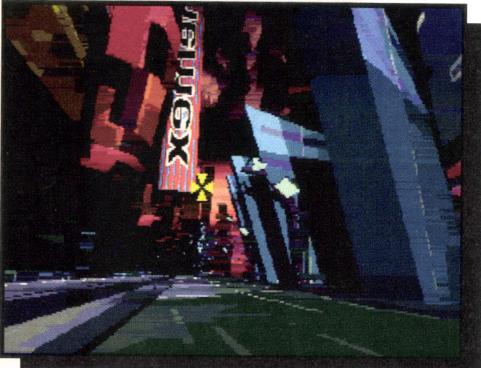
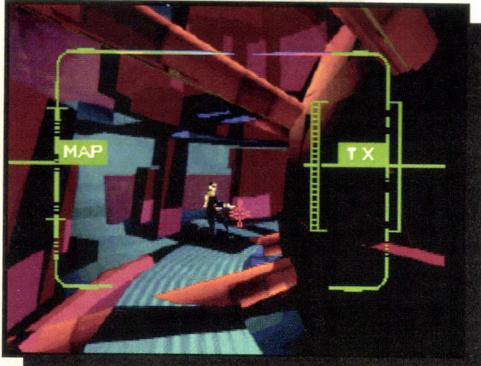
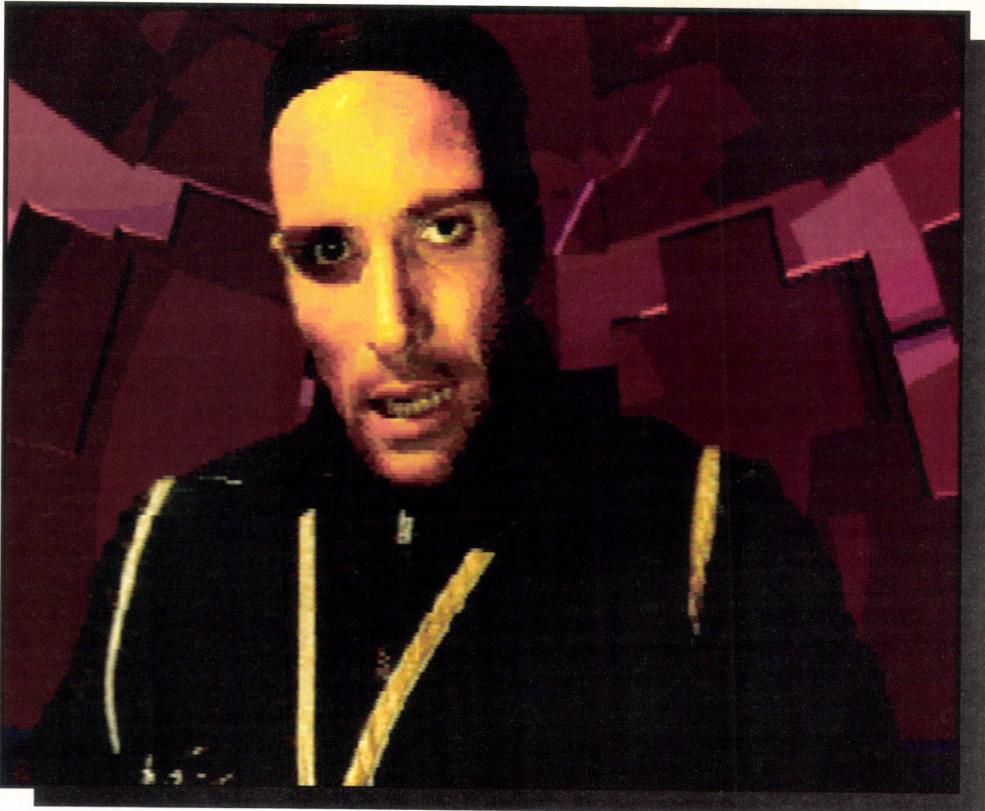


NEXT DIMENSION

BURN: CYCLE

PC/CD-ROM • SEPTEMBER • PHILIPS

Burn:Cycle, developed by TripMedia, is a cinematic action/adventure that has been receiving many kudos since its release on the Phillips CD-i. Burn:Cycle takes place in a futuristic, Blade Runner type world where greed, madness and treachery have run rampant. You are Sol Cutter, a former investigator turned 21st-Century data thief, and have discovered that a deadly computer virus has been downloaded into your brain. You've got just two hours to find the cure... (Yes, this does sound like Johnny Mnemonic, but don't worry, it's been available for well over a year on the CD-i and it's much better). Through the course of the game, the player will navigate their way through a variety of futuristic settings such as the Televerse, the Karmic Church, and the Sum Zero Bar - all the while encountering plenty of brain-twisting puzzles, mazes, and a cast of bizarre and unusual characters. Burn:Cycle intertwines an intricate plot with a variety of gaming elements into one truly interactive title. The unique mixture of arcade action, puzzle solving, and character interaction are merged together to form a tight, seamless game. Philips will be launching Burn:Cycle for both PC CD-ROM and Macintosh this September.



PREVIEWS

DUKE NUKEM 3D

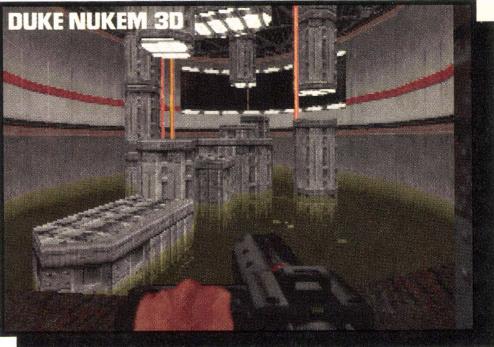


DUKE NUKEM 3D, BLOOD AND RUINS

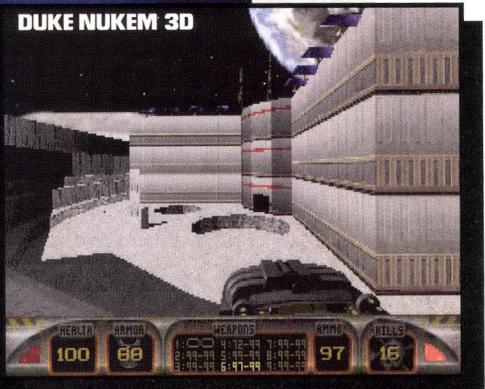
PC/CD-ROM • NOVEMBER • FORMGEN

Just as we were going to press with this issue of D-3, FormGen slipped a disk on us - loaded with screen shots of "Duke Nukem 3D" (which we have already presented in the pages of the magazine), and two new titles; "Blood" and "Ruins". We have absolutely no information on either of the new titles at this point, but the shots, as we're sure you'll agree, are fantastic! We will try to get playable and more info. on the products for the October issue of D-3.

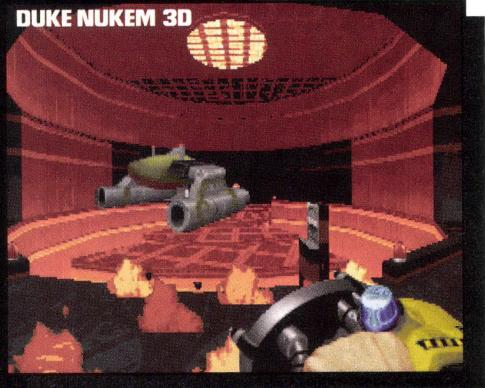
DUKE NUKEM 3D



DUKE NUKEM 3D



DUKE NUKEM 3D



RUINS

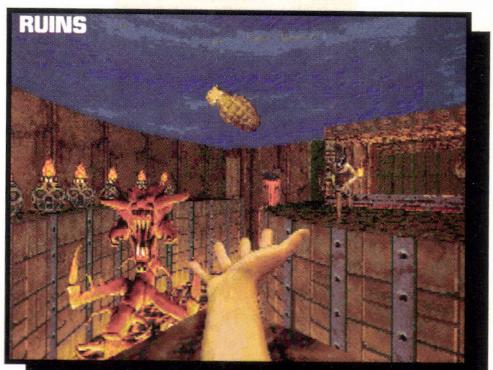


MNEXT DIMENSION

RUINS



RUINS



BLOOD



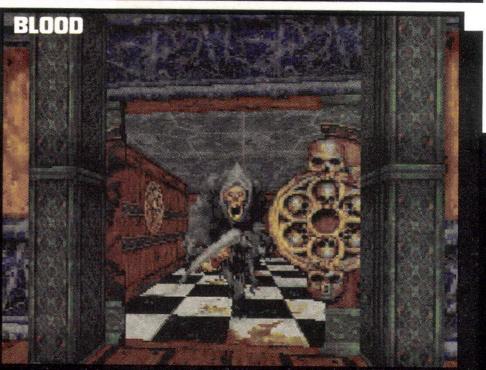
BLOOD



BLOOD



BLOOD



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Virtual Mac:

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The 3DO Zone:

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of Dungeons and Damsels:

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Call to Battle:

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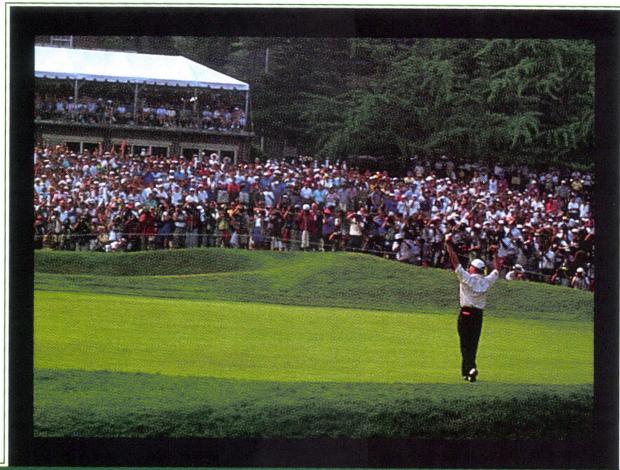
Cool School:

Fellow that Sleigh and Alice's Adventures in Wonderland.

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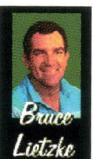


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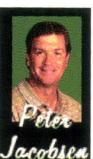
Fuzzy
Zoeller



Bruce
Lietzke



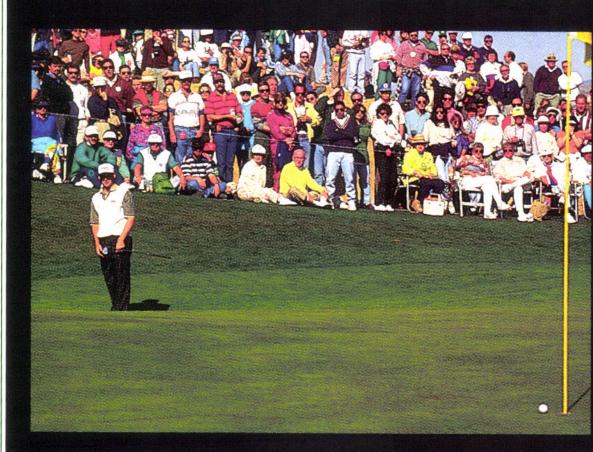
Tom
Kite



Peter
Jacobsen

*The good news is:
you're playing on the PGA TOUR.*

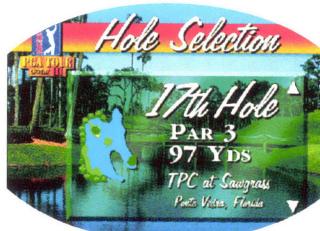
*The bad news is:
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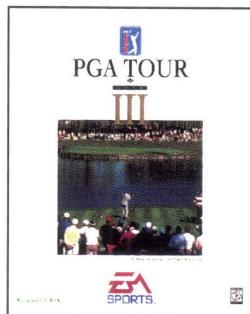
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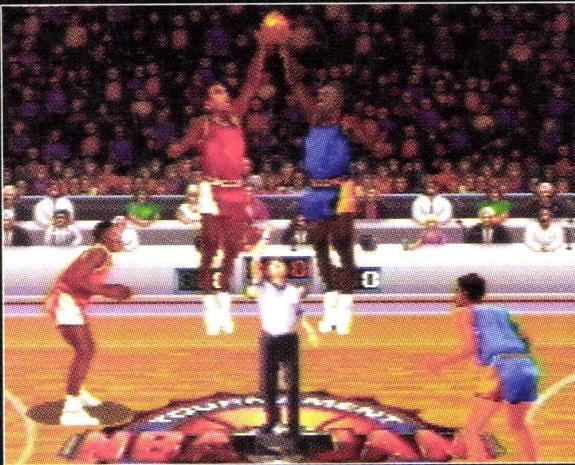
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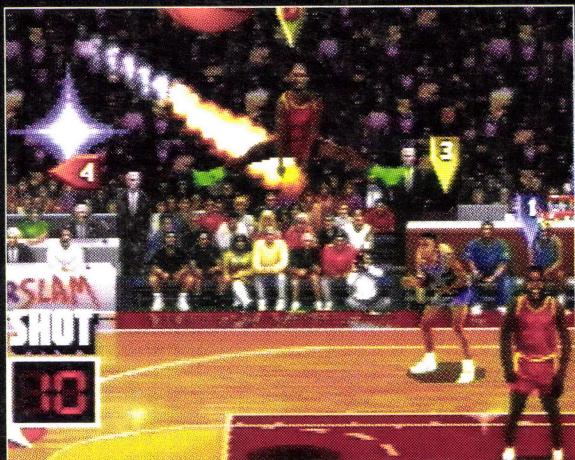
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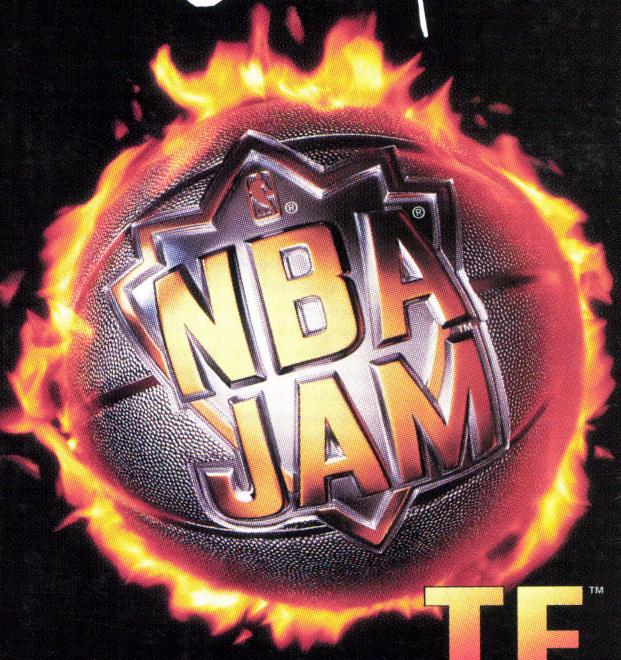


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